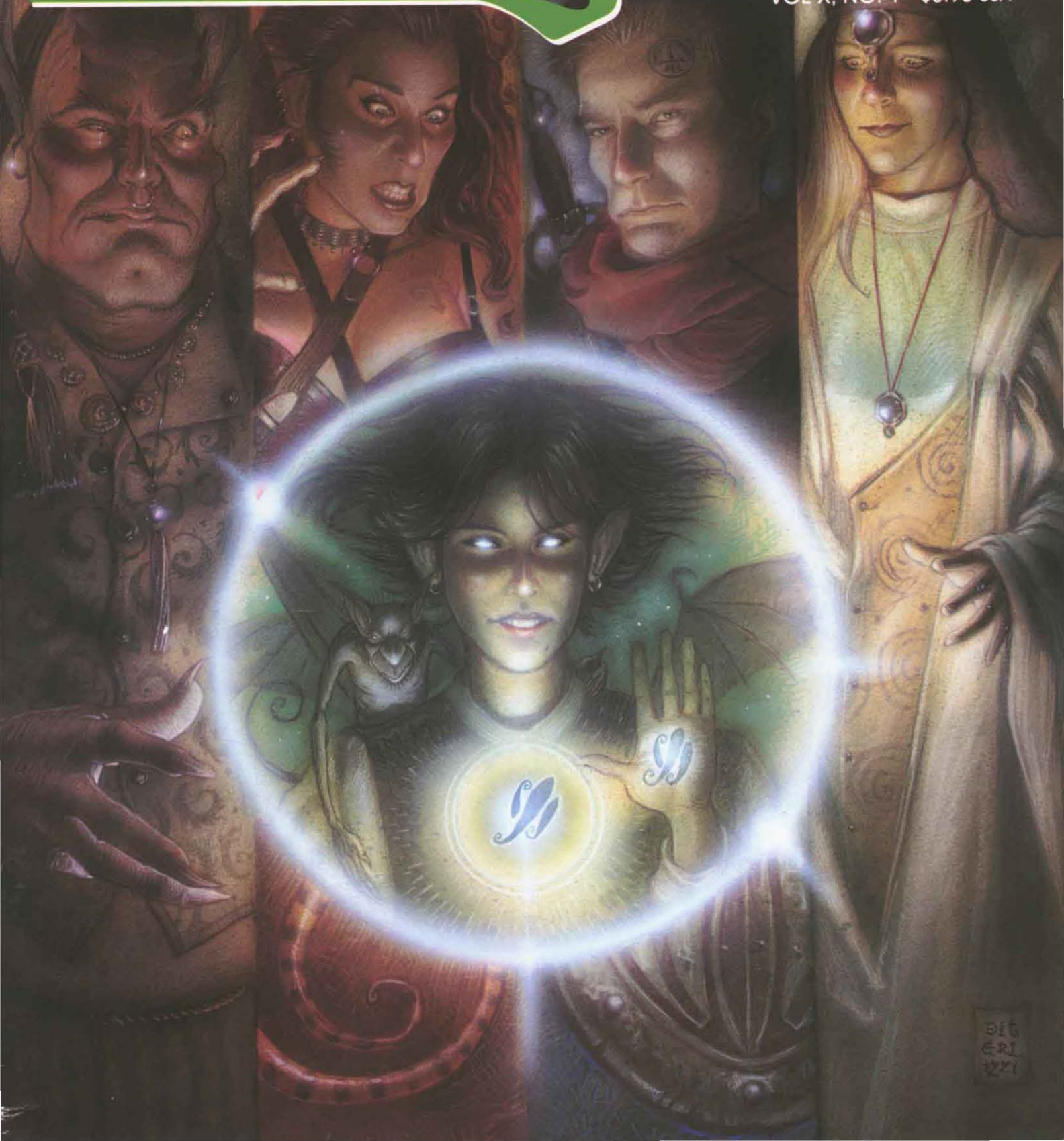


Dungeon[®]

ADVENTURES FOR TSR ROLE-PLAYING GAMES

SEPTEMBER/OCTOBER 1995 ISSUE #55
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DUNGEON®

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ISSUE #55

SEPTEMBER/OCTOBER 1995
VOL X, NO. 1

COVER: Tony DiTerlizzi graces our cover with a fantastic image of Umbra.



"O CANADA"

When I was little I thought that Saskatoon, Saskatchewan was some make-believe world in Warner Brothers cartoons (it ranked right up there with Walla Walla, Washington). Of course now I know that Saskatchewan and Canada are actual places, and that the best view of Niagara Falls is from the Canadian side. But that's not the only cool thing about our northern neighbors. Canada has given us "The Kids in the Hall" ("Buddy" does a wonderful sketch about Canada), "Second City TV," and the overused-and-now-out-of-date phrase, "Take off, eh." Some other famous Canadian exports include Joni Mitchell, William Gibson, Keanu Reeves, Margaret Atwood, Sarah McLachlan, and William Shatner. That puts this issue's contributors in good company.

With that in mind I'd like to introduce you to our Canadian issue of DUNGEON® Adventures. It's just a coincidence, but three of our four authors in this issue—Chris Perkins, Lisa Smedman, and Steve Loken—live in Canada. And to maintain our Canadian theme, we've made Ron Poirer an honorary Canadian (but only because he lives so close to the border). We wanted to include a large red maple leaf with each issue, so we drove 10 hours to the Canadian border, the trunk filled with enormous trash bags. No sooner had we started filling our bags with leaves when we were apprehended by Sergeant Preston and his faithful dog, King. They asked us to return to our own country while politely escorting us back to the border. And they confiscated all our maple leaves.

To address another point, we love getting mail here at DUNGEON, but we're extremely jealous of the bulging DRAGON® Magazine mailbag. We're not psychic, and we want to hear from you. To make voicing your opinion easy, we've included a survey on page 69. Please fill it out and drop it in the mail. We are very interested in your opinions, concerns, and comments (and besides, we figure this is an easy way for us to get more mail). If you think that there's anything else we should know, include that information with the survey. We at DUNGEON Adventures are lonely for groovy postcards and neat stamps (I collect them).

Just don't send us maple leaves, or anything else that Canadian customs will confiscate.

Michelle Vukovich

Vol. X, No. 1

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ASSOCIATE PUBLISHER:
Brian Thomsen
EDITOR: Dave Gross
ASSOCIATE EDITOR:
Wolfgang Baur
ASSISTANT EDITOR:
Michelle Vukovich

ART DIRECTOR:
Larry W. Smith
CARTOGRAPHER:
Michael Scott
TYPESETTING: Tracey Isler
SUBSCRIPTIONS:
Janet L. Winters
ADVERTISING: Cindy Rick

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Ron Poirier

SAVAGE BEAST

(AD&D® adventure, character levels 1–3; 10 total levels) This mom gives new meaning to the term "leftovers." 8

Christopher Perkins

UMBRA

(PLANESCAPE™ adventure, levels 6–9; 36 total levels) A custody battle in the Cage becomes a job for the PCs. 18

Steve Loken

TULIPS OF THE SILVER MOON

(AD&D adventure, levels 5–7, 30 total levels) When the citizens of Tangreen say, "Don't pick the flowers," they mean it. 48

Lisa Smedman

SEA WOLF

(RAVENLOFT® adventure, levels 4–6, 18 total levels) A pleasant little sea voyage turns deadly. 28

It is not down on any map; true places never are.

Herman Melville, *Moby Dick*

LETTERS

Which adventure in this issue do you like best? What do you like about it? What did you not like about the issue? Drop us a line to let us know.

We can't print all letters we receive, but each one is important to us. Write to Letters, DUNGEON® Adventures, 201 Sheridan Springs Road, Lake Geneva WI 53147 U.S.A. You can also contact us by sending electronic mail to tsr.mags@genie.geis.com. We will not publish your address (regular or email) unless you specifically ask us to do so.

Downloading DUNGEON

I've been playing the AD&D® game for the last 15 years, and until yesterday I had never bought a copy of DUNGEON Adventures. It always seemed too expensive, and as a teenager I had time to write my own adventures anyway. However, I think I am right in saying that the UK price is still the same as it was five years ago, so now the magazine looks decidedly cheap. After buying issue #53, I was back in the shop within the hour to pick up #51 and #52. As a DM disturbed by the sheer mass of AD&D material to wade through, it is a welcome relief to find so many good adventures under one roof.

1) Could you send me a copy of your writers' guidelines?

2) Are you interested in adventure outlines? The scenarios I've read so far seem to be very detailed. Do you think readers would go for "bare bones" versions of larger scenarios that include background, maps, key NPCs, important monsters, motives, plots, and so forth, but leave out a bit of the descriptive "fluff" and the number-crunching monster stats?

3) Will it be possible in the near future for readers to download single scenarios that appear in DUNGEON Adventures on the Internet? This means that people would pay only for adventures that they want. However, the main benefit of such a service would be the ability to download old material that is out of print.

Peter Regan
pxr@ovum.mhs.compuserve.com

We're always glad to send out writers' guidelines. If you want an electronic copy, just send us your request via email. If you want a paper copy, you must send us a legal-sized SASE. We've received a few letters from people who requested guidelines or submitted proposals, yet didn't receive a response. Unfortunately, we simply can't afford to provide the postage and envelopes for the many, many requests we receive. Always remember the SASE!

And we're always interested in adventure outlines or proposals. In fact, we much prefer seeing them to seeing full manuscripts. Receiving the proposals first saves us a great deal of time, and it helps us point out which ideas we think will become the best adventures. If you send us a proposal and we ask for the full manuscript, you'll receive a response much more quickly than if you simply send us a full module without a proposal. As for whether readers will go for "bare bones" adventures . . . What do the rest of you say?

Very soon, select portions of each issue, including one adventure, will be available from the software libraries on America Online and GENie. We aren't available anywhere else—yet—but both DRAGON® Magazine and DUNGEON Adventures are moving steadily into the electronic world.

Short Features

In issue #54, you asked for any short adventure-related features we might think of. See how this grabs you: A short description of the best trick or trap that DMs had devised. You would need to make sure no one accidentally plagiarized works such as *Grimtooth's Traps*, but I am certain there are hundreds of good ideas. Good tricks are the very building blocks of good adventures.

For example, use any method to force the party into single file, with some spacing between them, such as with an ancient rope bridge. In the center, place a *glyph of warding*. Just before the *glyph*, but a magic mouth with the instruction to say, "Beware Zik," when anyone but a mage passes. Each character that passes hears the warning, and the *glyph* does not go off because its name has just been spoken. But when the mage passes, the magic mouth is silent, and BANG!

Daniel P. Smith
tuys80a@prodigy.com

What do you say, everyone? A one-page tricks and traps feature sounds pretty cool to us. Would you like to see something like that in these pages?

Favorite Settings

I just want to say I think your magazine is the best. But one day while looking at another magazine, I realized it would be really cool if you had a seasonal special issue, maybe including an AD&D game CD-ROM, a bonus DM screen, or twice the pages for adventures.

I love RAVENLOFT® and PLANESCAPE® adventures. Please print more.

Josh Marquis
Northwood, NH

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I have been an avid gamer and reader of your magazine for some time. Along the way, I have noticed something disturbing. Maybe it is just me, but it looks like the popularity of the DRAGONLANCE® campaign setting has been diminishing rapidly. I have also noticed that DUNGEON has not published a DRAGONLANCE module for a while. I am still a loyal fan of the world of Krynn and all contained within.

John Sampson
14511 Dogwood Place
Plattsmouth, NE 68048

Your wish is our ... you know the rest. You'll find not only an incredible PLANESCAPE adventure in this issue (the longest adventure we've ever published, and we think you'll agree it is worth every bit of the extra space), but also an excellent RAVENLOFT adventure originally written for the recent "Chilling Tales" adventure.

We've received quite a few requests for more RAVENLOFT adventures lately, but not as many for the DRAGONLANCE world. More importantly, we've received plenty of good submissions set in the Demiplane of Dread, but very few set on Krynn.

Still, it seems that many readers want to see mostly non-world-specific AD&D game adventures. What worlds would you most like to see here? Fill out our survey and make your opinion count.

Responses to Issue #54

Feedback as requested on DUNGEON Adventures #54.

Are you through running Shakespeare "adaptations"? When I finally decided I would read through "Dark Thane MacBeth," I was left with two conclusions. One is a question: "Is there any reason Michael Selinker's scenario wouldn't have stood on its own merits?" I can't find any reason. My second conclusion is, "Talk about making more work for the DM!"

To use this thing, I'd have to make a summary of the historical background. I'd have to make a separate summary of the immediate background. There's quite a bit of information in this material, and there's not a bit of it that wouldn't fit well enough into my own game world. But those necessary sum-

maries would have to be in sentences simplistic enough to pick out any one needed fact at a glance.

I'd have to make who's who/which's which lists, equally simplified to scan. And then I'd have to put the whole thing back on an AD&D basis by looking up or making up drow and elvish names.

"Dark Thane MacBeth" doesn't need to ride on the coat-tails of the Bard. It needs to be re-written in a form a DM can use instead of dumping it in with regrets that it's a good story, but too much work for the time I have—especially when there's a whole magazine full of others, ready-to-use, right here!

The fogwarden is a delightful find! Apologies for sending more criticism than praise. I deleted well-pleased comments on each of the other scenarios in #54 to save space. All-in-all, this is a very usable, exceptionally entertaining issue.

Regarding McRey Moyer's suggestion in a previous issue that DUNGEON Adventures publish brief ideas which DMs could develop into scenarios: May I also recommend the "Adventure Starters" feature in *Re:Quests!*, the newzine of Mensa's role-playing games Special Interest Group?

E.J. ("Jo") Philagios
Denison, TX

I just finished reading the modules in issue #54, and once again I'm impressed with every one of them. It's one of those rare issues in which all of the contributing authors have appeared previously in DUNGEON Adventures' pages. Usually there's one or more new authors introduced in every issue.

The maps are much improved, although the square grids are too dark and "slightly off," and you can tell Michael he needs to work on his doors. (I thought his artwork for "Redcap's Rampage" was terrific, by the way.) Also on the subject of maps, will you be doing more computer-generated cartography once the Macs are up and running? Seems to me the current software is up to the challenge.

Chris Perkins
Ontario, Canada

From the letters we've received so far, most readers enjoyed issue #54, including "Dark Thane MacBeth." Jo's are the first comments we've heard about the

difficulty of converting the adventure to a home campaign. (Here, we rather like the Shakespearean setting and wouldn't even try to convert it.)

No apologies necessary for criticism, Jo! We want your opinion, and we value well-considered complaints as much as we do praise.

We won't likely generate our maps on the computer, but who knows? As we slowly but surely upgrade our hardware, anything can happen. We like both the crisp lines of computer generated maps and the more organic flow of hand-drawn maps.

Tough Creepers!

Last week I ran my weekly AD&D game, which took the PCs through the adventure "Shades of Darkness" (issue #47). The party included a 5th-level ranger, 5th-level fighter (berserker), 6th-level thief (swashbuckler), 5th-level wizard (witch), 4th-level fighter (noble warrior), and 5th-level priest of the sun. I had read through the adventure three times, re-read all the FIEND FOLIO® game information on dark creepers and stalkers. To make a long story short, the well-equipped party made two forays against the foul creatures and were badly routed each time. Two PCs lost magical rings (with their fingers still attached), the mage's light stones were stolen (twice), and the dark creepers more or less ran amok, backstabbing, pick-pocketing, and wreaking havoc as the PCs stumbled about in total darkness, unable to communicate (due to the shriekers). It was an ignominious day for the PCs, and they suffered their most severe setback since getting ground to a pulp by the cultists from "Goblin Fever" (issue #46). I'm wondering just what tactics the playtesters and other players used to complete this adventure successfully? Perhaps other DMs who ran this adventure could share their experiences. I found this particular adventure to be much harder on the players than it first appeared, and the level suggestion a bit low. I look forward to hearing from you and the readers (and perhaps the author).

Tony Ross
2745 29th Street NW #400
Washington, DC 20008
roosseroo@aol.com

Continued on page 17



SAVAGE BEAST

BY RON POIRER

A little dinner music

Artwork by Terry Dykstra

Ron writes: "I was 15 or 16 when I sent in my first proposal to DUNGEON® Adventures. It featured a werewolf, a monster that I sincerely believed I had invented myself. I was disappointed to find that there were already at least two versions of the werewolf flitting about the AD&D® universe. Although "Lair of the Werewolf" was never published, I learned a lot from my experiences of writing and rewriting it, which helped make "The Savage Beast" a better manuscript."

"Savage Beast" is a short AD&D adventure designed for a group of 4–6 characters of levels 1–3 (about 10 total levels). A good mix of classes is best, although the presence of a ranger or bard would be especially helpful. It is essential that one of the characters have the tracking proficiency, or that the party possess some other means of following a trail in the wilderness. Finally, characters with some knowledge of elven myths and lore may know something about the nature of the bhaergalas, Silvermane and Bloodclaw (See bhaergala sidebar). Such knowledge could prove invaluable to the party in dealing with these monsters (although this is largely left up to the DM).

Most of the adventure takes place in a forest, off the road between the village of Gumption and the town of Harper's Gamble. Although the road is fairly well-traveled, the forest that the party must enter to conclude the adventure is not. Therefore, the DM may wish to brush up on rules concerning tracking and getting lost in wilderness settings, especially if the party is inexperienced. *The Complete Bard's Handbook* (CBH) may be useful in running this adventure.

Adventure Background

The town of Harper's Gamble houses the ancient Greenbriar Keep, home to one of the largest bard colleges in the land. A PC bard should already know this, and the DM may arrange to have the party find itself in the town because said bard wishes to join Greenbriar College. Official Greenbriar meetings are held on the first half-moon night of every month, although anyone entering Greenbriar Keep (which was supposedly built by a great bard lord) finds a handful of experienced musicians and other performers to talk to. The entire college is housed in the keep, which resembles a small Scottish castle. Legend has it that the keep is older than the

town, but the facts of the keep's construction remain shrouded in mystery. Located on the edge of Harper's Gamble, Greenbriar Keep was purchased from the king nearly two centuries ago by a group of bards who wished to create a cultural mecca. They succeeded in their mission. Although the keep presents an exterior of crumbling majesty, it is in fact a sturdy structure, having survived a number of disasters over the centuries (including an attack by an old red dragon). The interior of the keep holds rooms for visiting speakers, performers, and college members, along with a gallery of rare paintings, a fairly extensive library, and a large auditorium, among other things.

If a PC bard seeks membership to the college, the DM should devise a system of acceptance and cost for membership, as well as membership benefits. Greenbriar should be expensive and difficult to join, but with many valuable benefits—only the best (or wealthiest) bards in the land are members there. It is suggested that for 250 gp a year, a bard may become a full member, entitling him to exclusive seminars at the college and free room and board in various co-operating inns and private houses throughout the kingdom (assume 60% chance per community of finding free room and board for the college member only). In addition, the bard gains access to the Greenbriar Keep research library, which contains ample information on music, legends, and magic from many cultures (the library could be used to research bard spells). The new college member receives both a scroll with a wax seal and a silver thorn pin as proof of his membership. Presentation of the seal and pin invariably aid the bard in bookings for most performance houses. Being accepted into the college should increase the bard's fame by at least two points, if these optional rules are used (see CBH, page 115).

Regardless of why the PCs are in town, they soon meet a dwarf named Duncan Tolly. A surprisingly jolly young dwarf with an eyepatch, Duncan is a Skald and a high-ranking member of Greenbriar College. He lives in Greenbriar Keep and performs many important duties there, including booking famous or exotic performers to give private seminars. His latest guest, the famed elven minstrel, Kilkieran Aubrey, was due in town two days ago,

and his workshop was scheduled for tomorrow evening. Duncan is quite distressed, because many Greenbriar bards have come to the keep for the sole purpose of catching a glimpse of the secrets of the popular minstrel, who casts spells through his music. With Kilkieran nowhere in sight, Duncan is afraid that the college will be embarrassed for promising a performer who never arrived. He has managed to postpone the workshop until two nights from now, but in the meantime he is getting more and more nervous about the minstrel's whereabouts.

Silvermane

Unknown to Duncan and the rest of the guild, Kilkieran Aubrey left Gumption for Harper's Gamble two days ago. He planned on arriving only one day behind schedule, after having been detained by the attentions of a young half-elven maiden named Galliara. While walking alone on the wooded road between the two communities, Kilkieran was attacked by a bhaergala named Silvermane. At first, the minstrel tried to save himself by convincing the vicious, man-eating predator to hold off her attack and allow him to play one last song on his lute (as he knew of bhaergalas and their love of music, and he figured he could secretly cast a spell on the monster while playing a song for her). However, Silvermane realized Kilkieran's trick when she nearly succumbed to his *hypnotism* spell. The bhaergala decided that the elf's musical instrument must be magical and leapt from her perch in the bough of a tree to attack. Kilkieran was knocked to the ground and didn't even have time to draw his sword before the fell creature finished him.

Silvermane, who had recently given birth to a litter of cubs, brought Kilkieran's body back to her lair to share with her offspring and her mate, Bloodclaw. Elves are considered a delicacy by bhaergalas, and Silvermane was quite pleased with her catch—especially when she noticed the engraved platinum ring around his finger. She remembered an elven song about a ring just like it, that could regenerate damaged flesh and even bring the dead back to life!

Although Silvermane and her denmates do not have fingers and cannot use

the regenerative properties of Kilkieran's ring for themselves, the bhaergala was clever enough to see another use for the magical item. She decided to test the ring to see if it was, in fact, the one she had heard about from a bard several years ago (just before Silvermane ate her).

Ordering her mate and cubs not to eat more than half of the elf (all of the choice cuts), she dragged the mangled minstrel's body to the back of the temporary lair she and Bloodclaw had dug for their litter. Placing him among her collection of musical instruments gleaned from past kills (including Kilkieran's "magical" lute), the bhaergala waited a day before checking the elf and noticing with glee that his body had started to mend itself. Silvermane and Bloodclaw agreed to wait until the elf's body was almost completely healed to feast once again on his delectable flesh. The bhaergalas plan to keep Kilkieran's regenerating body around indefinitely as a source of fine quality elven meat.

Beginning the Adventure

If the party has come to Harper's Gamble to obtain membership for one or more PC bards, then the hook to this adventure is easy. On arrival at the college, the PCs are brought to Duncan's office, where he is busy carving the necessary parts to fashion a new set of bagpipes (his old set was stolen during a local performance two weeks ago, something he is still very angry about). Duncan immediately sees the PC bard as a possible solution to his present problem regarding Aubrey, without making public his lack of control over the situation. Duncan listens to the PC's request for membership, nodding and whittling all the while. Then he pauses, looks up, and asks to see a short performance. The DM should have the bard make a Charisma check to see how well this performance goes, unless another statistic seems more appropriate. For example, a bard with the blade kit might make a Dexterity check instead. Duncan is a good judge of performers, and he can see if a bard has true talent—unless he botches his performance roll terribly.

After the performance, Duncan grins (revealing a gold tooth), applauds the bard's efforts, and immediately offers his sponsorship—if the PCs can help him out in a minor matter regarding a missing fellow entertainer, due to give a

workshop in two days "on the connections between music and magic." Even if the bard fails his performance roll, Duncan attempts to string him along by saying he will have to think about the request further, then suggesting that the bard and his friends can help him locate Aubrey.

If the party does not include a bard seeking membership with the college, Duncan hires a crier to run about town giving the message that Duncan Tolly of Greenbriar College requires "a traveler or group of travelers" for help in "escorting an important entertainer to the town of Harper's Gamble." He deliberately instructs the crier not to give his message near the areas that visiting bards frequent, for he does not want the college members to know that he is not certain whether there will be a workshop two days hence.

Whichever way the party becomes involved with the search for Aubrey, Duncan insists that the mission be kept a secret from the other bards. He tells the PCs that he has received information from one of his friends at Greenbriar (a gnomish Jongleur by the name of Friebean Neevil) that Kilkieran was seen in the nearby village of Gumption, where he has a romantic interest in an attractive young half-elven barmaid named Galliara Fiskencoc.

Duncan hopes that Kilkieran has merely allowed his feelings for the girl to outweigh his sense of punctuality, and he is willing to pay the party 20 gp simply to travel to Gumption (about a day's walk), locate Kilkieran, and escort him back to Harper's Gamble. He agrees to pay the party "more" if they run into trouble or complications along the way, so long as those setbacks occur while retrieving Kilkieran and bringing him to Harper's Gamble in time for his workshop. How much more they get depends on the hardships they face—it is up for negotiation after the PCs deliver Kilkieran, if their mission turns out to be more than a simple reminder and escort. In addition, Duncan offers to let the entire party attend Kilkieran's private seminar and performance for free.

Although Duncan has met the minstrel before, he has no portrait of him to give to the PCs. He instead describes Kilkieran as a richly dressed, somewhat bored-looking young elf, with violet eyes and silver hair, carrying a fancy lute. Duncan knows that Kilkieran is part

grey elf, but he does not say this specifically, figuring that the eyes and hair should be enough of a clue for those who would understand the distinction in the first place (Kilkieran is somewhat touchy about his mixed heritage, and Duncan does not mean to offend him by spreading this information around). The dwarf also takes care to note that Kilkieran is never without his wide-brimmed, green hat, which is always graced with a new, colored plume.

Lurker in the Trees

About halfway between Harper's Gamble and Gumption, the party encounters Silvermane, who is out hunting for more food for her cubs while her mate stays behind to guard them. While Kilkieran's flesh is slowly advancing back over his bones, the bhaergala family must find other food to eat, and the crafty female would prefer bipedal meat if she can get it.

Silvermane (bhaergala): INT average; AL N; AC 5; MV 15; HD 4 + 4; hp 26; THAC0 15; #AT 3; Dmg. 1–6/1–6/1–8; SA pounce; SD poison resistance, spell turning; SZ L (9' long); ML 14; XP 650; FORGOTTEN REALMS® MC Appendix 1.

Silvermane is a sleek, graceful member of her species (–1 to her AC because of her high agility). Her powerful frame is graced by a small mane, which is a very light, steely gray in color, looking almost silver against the grayish fur of her pelt.

For a bhaergala, Silvermane is very knowledgeable about civilized society, mostly through songs she has heard from wandering bards. She knows that the more she learns of humans, elves, and the others, the easier it will be to catch them in the future. Her mother used to sing to her that the best hunter learns all she can about her prey. Although she loves the music that civilized creatures produce, she is indignant at their prejudices regarding the intellect of anything not bipedal. She remembers well the song of how her grandfather was killed by a hunter for his pelt, which was brutally carved off and worn as clothing by a furless human. Although she is not an evil or cruel being, Silvermane considers humans and demi-humans as treacherous and untrustworthy as they would consider her, and feels no remorse at killing them for food.

Silvermane is also on the road to gather information about (and from) the local bipeds. When she first spots the PCs, she is waiting over 20' above them on the wide bough of a tall oak tree that spreads across the road. She quickly sizes up the party and decides that they are too strong for her to attack alone. However, she also decides that all might not be lost with this encounter, as she may be able to speak with the PCs and learn something about the goings-on of the nearby towns. As the PCs approach the oak in which Silvermane is hiding, read the following:

It has been about two hours since you entered the forest that stretches out on either side of the road. Comprised mostly of oak, elm, and maple trees, it looks like the sort of place a druid would enjoy patrolling. You can't help but feel nervous, however, that there might be something hiding behind the trees off in the distance. Twice already, you have heard the light snapping of a twig or rush of ferns behind you, but when you turned, there was nothing there.

You are beginning to feel that the forest is truly what it appears to be—a vibrant, living place, safe and pleasant despite the biting insects—when a gentle breeze wafts by and brings with it a curious odor. It smells as though someone were baking bread nearby. You scan the area, looking for signs of a fellow traveler or woodland creature who might be responsible for the lovely smell, but see no one.

The smell is coming from Silvermane and is a characteristic odor of all bhaergala. The PCs will probably take a moment to scan the area, though none will find anything unless they look up. After one round, Silvermane is satisfied with her assessment of the party, and she chooses to reveal herself to talk with them.

You hear a slight cough from above your heads. Looking up, you see a large creature resting some 20' off the ground, in the bough of a massive oak that stretches across the road. The beast looks like a sleek, powerful cross between a wolf and a lion, with greyish fur and a silvery mane about its neck. It waves its tufted tail and flexes its clawed paws, calmly regarding you.

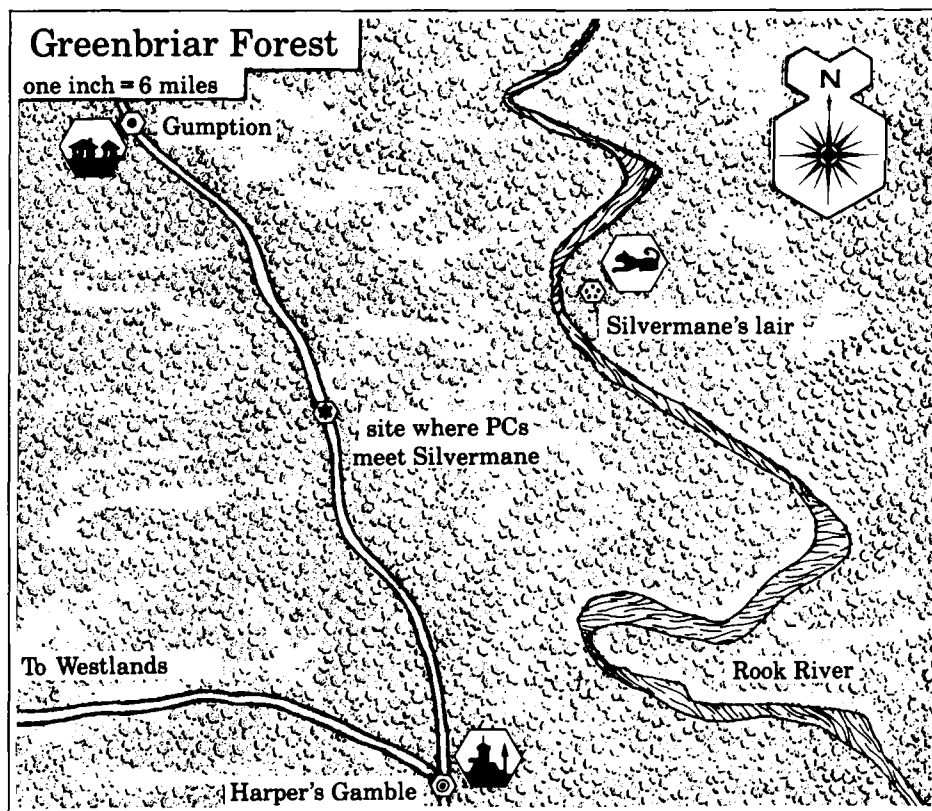
The PCs have a number of choices here. They might attack Silvermane immediately, which is something she has come to expect from humans and is prepared to deal with. She leaps from the branch she is on to a branch in another tree some 10' off the road, then climbs down out of that tree and begins running off into the forest, growling, "Stupid humans! Leave it to them to attack anything that moves!" If the PCs cease firing and apologize immediately, Silvermane pauses and walks back to them, climbing back to the oaken bough to clean her wounds while she talks.

If the PCs speak to Silvermane, she responds and attempts to engage them in small talk to find out where they are from, where they are headed, and what they are doing on the road. If they seem wary of her obviously predatory nature, she makes light of their fear by grinning at them and saying, "Listen—I can count a lot more of you than I can count of me, and I see that you're all decked out in swords and armor. You don't have to worry. Just because I don't have thumbs doesn't mean I'm stupid, you know."

Just to ease the PCs' suspicions even further, she claims that she is half wild cooshee, or elven dog, and wouldn't dream of attacking innocent travelers. She has found this to be an effective ruse in the past when dealing with humans, but elves are frequently able to see through her lie (bhaergala do not really look much like cooshee), so she does not make this claim if there is an elf with the party. She claims not to know her other lineage, explaining that she was raised by her cooshee mother, who refused to speak of her father.

Some PCs will think to ask Silvermane if she has seen Kilkieran on the road, or mention that they are going to Gump-tion to look for him. Even the mention that the PCs are searching for a minstrel causes Silvermane's ears to perk up, as a devious plan begins to hatch in her head. While washing her paws with her tongue, she claims to have seen a minstrel passing through, and she gives a brief description of Kilkieran to the party. This description fits that given by Duncan.

When the PCs ask Silvermane for more information, she finishes washing her paws and then stops to think a moment before going on with her tale. In truth, she is running over the story she will give the PCs in her head,



scanning for inconsistencies and other flaws. When she is satisfied that she has a good tale, she tells it.

"Well now, I met this elven friend of yours about two days ago, in this very tree. Seems he had a magic lute of some kind—I know because he told me about it while he was playing it. I'd just caught a deer and offered to share it with him if he'd play a little music for me. I'll tell you, he was quite a musician.

"Anyway, he told me he was afraid he was being followed by someone who wanted to steal his instrument, and that he was going to make the rest of his trip in the woods. I told him it wasn't safe to go in there, because there's a bunch of goblins that just moved in and have laced it with pits and nets and who knows what else, but he insisted. Well, the next morning, he headed out. I couldn't just let him go running off by himself and get killed, so I followed him from a short distance, just to keep an eye out. Sure enough, he stepped into one of the goblin nets and wound up dangling from a tree.

I was going to go in and see if I could get him out, but the goblins must have been waiting for him, because all of a sudden about twenty of the little things jumped out from the bushes and started hollering and dancing around. I'd thought I had smelled something rotten in the woods that day."

"Ordinarily, I would have gone in to fight the little vermin, but there were just too many of them. Almost the whole clan was there. As I said, I'm not stupid, so instead of charging in I followed them back to their caves, where I found out that they were going to keep him for ransom instead of eating him. I was hoping someone would come along to pay the ransom, but I didn't think the word from the goblins would get out so soon. They're new around these parts and wouldn't know who to contact yet, I'd expect."

Forest Led

Silvermane's plan is simple. She offers to lead the party to the goblin camp (which is a complete fabrication—there

Bhaergala Philosophy

Bhaergala are described in the FORGOTTEN REALMS MC Appendix I; all information found therein applies to the bhaergalas of this adventure, as well. In addition, the following information should give the DM a better feel for the personalities of Silvermane, Bloodclaw, and their cubs.

The bhaergala is a large predator resembling a cross between a lion and a wolf. Their heads are quite wolf-like, while their bodies are leonine with the exception of fur coloration. Bhaergala fur is short and typically gray, although many shades of gray are possible. Both male and female bhaergala sport small manes about the head and neck. These manes are usually (but not always) darker than the rest of the bhaergala's fur and always match the tuft of long fur found at the end of the tail. All bhaergala have powerful jaws and long, sharp, nonretractable claws useful for both combat and climbing.

Bhaergala are intelligent predators with the ability to speak and sing. Although they exhibit a fair degree of culture among their own kind, they are primarily loners who get together only to mate and rear children. They consider the culture of humans and their ilk foolish and spurn it and all its trappings including clothing and written language. Song, however, is very important to almost all bhaergala; it is through their songs that bhaergala teach their young, learn of the world of civilized bipeds, and lure their intelligent prey (primarily humans, elves, and satyrs) to their dooms.

Along with song comes music, something that the bhaergala have never been able to master themselves, and that they secretly love very much. Although they always dispose of any trappings of civilization found on their more intelligent prey, treating weapons, gold, and bones alike by burying them some distance from their lairs

(and they usually change lairs several times each year), bhaergala frequently collect old musical instruments and noisemakers. They are rarely able to use the instruments themselves. Most instruments are broken by the bhaergala's claws as they attempt to play them, or else dashed to bits when the bhaergala becomes too frustrated with its inability to produce the sweet sounds it heard when they were in the hands of skilled humans or demi-humans.

Bhaergalas pride themselves as the best hunters of their size in their territory, even if they are not always at the top of the food chain. They have a number of minor special abilities, including the ability to climb trees and leap from great heights to pounce on surprised prey, very sturdy constitutions, and the ability to turn spells directed at them four times per day as though wearing a *ring of spell turning*.

are no such goblins) in order to rescue Kilkieran and drive off or kill the goblins, with whom she claims she does not wish to share the forest ("You never know when the little cowards will spring a trap on you!"). She tells the party that the goblins are no more than a day's travel from where they are right now.

Although it is too late to reach them before nightfall, if the party sets out now they should arrive before dark tomorrow, "when most of the goblins will be asleep." If the PCs grumble about this mission not being worth the money they will be paid to do it, Silvermane suggests that the minstrel would undoubtedly be grateful for his rescue and would sing tales in their honor for years to come. "Besides," she claims, "if it's treasure you're after, those goblins have quite a bit of it themselves. I heard them talking, and I think the reason they left their home is because they stole the treasure hoard of a goblin king and had to run off with it."

After leading the PCs around the forest for the rest of the day, meandering in wide loops to "avoid the areas trapped by goblins," Silvermane plans to attack the party while they sleep.

Clever PCs may notice a few things about Silvermane's story that may put them on their toes in dealing with her.

For example, she does not actually know Kilkieran's name, and she waits for a PC to mention it before using it herself. If directly questioned before she learns his name, Silvermane claims that she never did catch the minstrel's name (which should put the PCs on their guard, since she claimed to have eaten dinner with him). Similarly, PCs familiar with the area may not be able to recall goblins living in its woods for many years, although this suspicion may be somewhat allayed by Silvermane's claim that the goblins are recent arrivals.

Perhaps the most telling clue to the PCs that they might be dealing with a less-than-friendly creature might come from an elf PC or a PC familiar with elven lore. At the DM's discretion, such a character might know something of the bhaergala, such as the fact that they smell like baked bread, love music (and may be put to sleep by it), or sleep in trees. In addition, the PC might know about the more dangerous side of the bhaergala; perhaps that they can reflect spells, or are very hard to surprise, or are known to eat humans and elves (nearly all of this information can be gleaned from what the PC knows of elven songs about the bhaergala). If the PCs accuse Silvermane of being a bhaergala, she shrugs her muscular

shoulders and admits to the possibility of being half bhaergala, but she claims never to have met any, so she cannot be sure.

If the DM feels that the PCs are being too suspicious of Silvermane, he should feel free to have the party encounter a group of goblins, which she attacks with the PCs. The goblins use little imagination in their attack, having been surprised while on the move. After throwing their spears, they notice the ferocious Silvermane and begin running away as fast as they can. These goblins are indeed new arrivals to the area, but Silvermane knew nothing of their presence when she invented her story. She is quite surprised to see them, although this is not obvious to the PCs. After killing the goblins or driving them off, Silvermane makes an effort to use the goblin attack as "proof" of her sincerity in dealing with the party.

Goblins (12): INT low; AL LE; AC 6 (10); MV 6; HD 1-1; hp 3 each; THAC0 20; #AT 1; Dmg 1-6 (spear or short sword); ML 10; XP 15 each; MM/163.

While traveling through the forest with the PCs, Silvermane begins singing an elven hunting song, which she learned from her mother long ago. Her voice is quite good, as is her elven accent.

If the PCs refuse to follow Silvermane into the forest, she leaves, only to stalk them from the woods and attack them when they make camp on the road.

Night Attack

If the PCs have been traveling with Silvermane for the past few hours, she claims that they are at the edge of the territory the goblins normally patrol after night falls and that it would be safer to camp here than further on. Silvermane offers to take one watch herself. "Nothing ever sneaks up on me," she insists. The PCs will probably want at least one of their number on watch with the huge beast, in which case Silvermane opts to watch with whomever she deems the least able to harm her (remember, she has been walking with the party for some time and has discreetly attempted to gather as much information as possible regarding the relative strengths and weaknesses of party members).

Silvermane reacts kindly to any PCs who offer her food after setting up camp. She honestly does not expect such kind treatment at the hands of humans, and she makes a mental note not to attack the character who feeds her tonight—or his mount, if possible.

Silvermane waits in the bough of a nearby tree until most of the party has gone to sleep, singing very restful elven lullabies that she learned from her mother when she was a cub. When she is sure the PCs are sleeping, she makes a surprise attack on one of the party mounts by leaping out of the tree. She attempts to land on the mount with her claws, getting no bite attack but receiving a bonus of +2 to hit and inflicting maximum damage (6 points) with each claw. She then spends another round rending the hapless mount to make sure it is dead, then she bounds off into the woods. She attacks a PC mount if at all possible, since there is more meat on a horse or pony, and she knows that the PCs will be much more willing to leave a dead mount behind than one of their own. If no mount is available, she instead targets a sleeping PC, trying to choose the most massive character with the least combat ability. After spending several rounds running into the woods, she makes a wide circle back to the PC camp. She hopes that the PCs all wander off into the woods after her, enabling her to wolf down a quick meal

and drag the rest of the dead mount back to her lair to feed her cubs while the party flails about in the brambles.

If the PCs do not chase after Silvermane, she waits patiently in the woods until they leave, then drags the mount back to her lair. If the party splits up, with some PCs chasing Silvermane and others waiting behind, the wily predator makes a surprise attack from the bushes on the remaining party members, if she thinks she can prevail.

If the PCs decide to leave Silvermane alone and head on to Gumption, have one of them notice something in the bushes on the way back to the road—Kilkieran's hat, with dried blood on the rim and feather. This should alert them to the fact that Kilkieran was attacked by Silvermane and is not in Gumption, and the PCs will (one hopes) head back in an attempt to track her back to her lair.

Tracking

At some point, the PCs may chase Silvermane into the woods. She is far too fast and agile to be outrun in the forest, as even obstacles such as thick brambles or marshy ground pose little hindrance to her (she can climb trees and jump from tree to tree). It is possible to track her, however, using the rules for tracking given in the *Player's Handbook*, page 86, as long as at least one of the characters has the tracking proficiency. Certain divination spells might prove useful, as well.

The path that Silvermane takes is a wide loop out from and back to the PC camp, requiring one successful tracking roll to follow. It takes enough time for the PCs to follow this section of track for Silvermane to make it back to the camp, eat, and move on with food for her cubs. After returning to the camp, Silvermane's trail goes on for about a half-mile, requiring an additional tracking check with either a +4 bonus (if Silvermane is dragging a PC mount) or a +2 bonus (if she is dragging a dead PC), on top of any others. The trail then crosses a shallow, sandy stream, about 2' deep and 5' wide, which requires another tracking roll with a -10 penalty, on top of all others, as the crafty bhaergala bounds upstream for several yards with her prize in an attempt to foil would-be trackers. After this, the trail goes on for another half-mile (additional tracking roll), when it reaches an area very close

to the lair of Silvermane and her family. Near the lair, further tracking becomes impossible because of the plethora of bhaergala tracks.

At some point during the tracking, one of the PCs discovers a shred of green fabric with dried blood on it, still bearing a silver thorn pin (worth 5 gp) with the initials "K.A.," written in elvish. This is part of Kilkieran Aubrey's cloak, which was torn from his body as he was dragged by Silvermane to her lair. The thorn pin is his membership pin from Greenbriar college.

If the trail is lost, the PCs must either use magic to find it again or head back, defeated. The DM may wish to introduce some character with superior tracking ability to aid them in their pursuit. Perhaps a lone mist wolf appears mysteriously to lead the party to the lair of the bhaergala (whom it has been watching and plotting against for the past few weeks). This creature desires to see Silvermane destroyed because her eating habits spread fear of wolves among the civilized races, much to the chagrin of the mist wolves. In this situation, the party may attack the well-meaning creature, simply because of its appearance (although intelligent, it resembles a normal wolf, and cannot talk).

Mist Wolf: INT average; AL LG; AC 6; MV 18; HD 3 + 3; hp 18; THAC0 17, #AT 1; Dmg 3–6; SD breath weapon (loud of mist); MR 10%; ML 14; GREYHAWK® Adventures MC Appendix.

Ambush

Just before the party arrives at the area where the bhaergala's tracks become too numerous to follow, they are ambushed by Silvermane and Bloodclaw, who have had time to finish their meal and watch their cubs eat. Bloodclaw, who was stretching his legs in the forest while Silvermane rested with the cubs, has heard the PCs approaching, and he returned to the lair to warn his mate. The two bhaergala are now waiting in a tall, sturdy oak, which they know hangs over the trail that the PCs will be following. They plan to leap down to surprise the party when they pass underneath (gaining the same benefits as described above in Night Attack). Without the help of magic, a familiar, or an animal companion with keen senses, the PCs have scant chance of detecting the ambush, suffering a -5 penalty to

their surprise rolls. PCs who are not surprised catch a whiff of the now-familiar baked bread smell a few seconds before the bhaergala pounce. These PCs can react in the round that the monsters make their attack.

Bloodclaw (bhaergala): INT average; AL N; AC 6; MV 15; HD 4 + 4; hp 30; THAC0 14; #AT 3; Dmg 2-7/2-7/2-9; SA pounce; SD poison resistance, *spell turning*; SZ L; ML 13; XP 975.

Bloodclaw, Silvermane's current mate, is a very large and powerful bhaergala (+1 damage on all attacks). As a male, his mane is thicker than Silvermane's, and it is quite dark, almost black. Bloodclaw is a hunter, a true survivor, and he does not share Silvermane's fascination for the civilized world. Bloodclaw considers humans and their ilk to be dangerous, and he feels that they should be left alone as much as possible (although he has no compunctions about picking off the foolish individual who wanders off into the wilderness alone). Bloodclaw is not quite as cunning as his mate when it comes to talk and treachery (he does not even speak common), but he is an expert at stalking, pouncing, and killing prey. Although he is the more physically powerful of the two, Silvermane is much more aggressive and tends to call the shots on what her family will do. He is content to allow her to do this, so long as he is able to teach his children to hunt, which he feels is the quintessential meaning of bhaergala life.

In the last few days, Bloodclaw has spent almost no time hunting at all because he has been busy watching the cubs. It is customary for female bhaergala to do all the hunting after their cubs are weaned, as the males are responsible for such work from mating until that time. Unknown to Silvermane, Bloodclaw has been nibbling at Kilkieran's corpse while she is away, slowing its regeneration. Although he is a superb hunter and brave fighter, he has a fairly strong slothful, selfish streak, and he is secretly enjoying his time off from having to hunt. As he sits about watching the cubs play at catching rabbits, the smell of elven flesh calls out to him, and he has a hard time resisting.

The two adult bhaergala know that if they fail to drive the intruders out of their area, their cubs will be in danger of discovery, so they fight at +1 to hit and damage in defense of their lair. Both Silvermane and Bloodclaw can reflect

magic spells cast at them. They do so if at all possible, although Bloodclaw prefers to attack enemy spellcasters in an attempt to ruin their spells altogether.

During combat, Silvermane shouts at the PCs to leave immediately, promising not to chase them if they go away. This is not a trick—she allows the party to withdraw, unless she feels confident that she and Bloodclaw are able to defeat them. Her main objective is the safety of her cubs. If the PCs choose to fight, Silvermane stands her ground and continues combat to the death.

Bloodclaw, on the other hand, is somewhat less loyal to his cubs, and he is primarily interested in his own survival. If brought below 8 hp, he attempts to bound off into the forest, pausing to warn his cubs of the marauding humans only if he feels that he has time and will not be pursued.

Inside the Lair

If the PCs defeat or drive off Silvermane and Bloodclaw, they still have to locate their lair in order to rescue Kilkieran. The party can either use magic to divine the location of the lair or search through the area themselves. If the PCs choose to search, it takes them hours to find the lair (allow a roll to search for secret doors every hour). A hunting dog or other animal with superior olfactory powers can lead the PCs to the bhaergala lair within a turn, if it is trained in such matters.

The lair itself is not a very complex structure. Well-hidden by a cluster of wild blackberry bushes, the entrance is somewhat low, about 3' high and 4' wide. Roots sprout from the ceiling of the 5' long entrance tunnel before it widens into a small den some 10' wide and 15' long. The aroma of baked bread is very strong at the entrance to the lair, and it grows stronger the further one progresses. The den is devoid of any bones or other refuse, as bhaergalas are very clean creatures. At the far end of the burrow is a small alcove which contains Silvermane's collection of musical instruments and the mangled body of Kilkieran Aubrey.

Unless Bloodclaw escaped and had enough time to warn his cubs before fleeing the area altogether, they are here, as well. Even if they were warned, there is a good chance (80%) that the cubs are still in the lair, scared and confused about what they should do. If

they did leave the lair, the cubs are not encountered by the PCs unless they stay in the area for longer than four hours, at which time the cubs return to see whether the PCs are gone.

Bloodclaw and Silvermane have three cubs, who have just been weaned and are growing more and more comfortable with solid food. The litter is a small one by bhaergala standards (there were originally four, but the runt died very early on), enabling the cubs to receive much more individual attention from their parents than is normally possible.

Pouncer (young bhaergala): AL N; AC 7; MV 12; HD 1 + 1; hp 8; THAC0 20; #AT 3; Dmg 1/1/1-3; SD poison resistance; ML 7; XP 65.

Pouncer, the largest cub, is the pride and joy of his father. He enjoys rough-and-tumble fighting with his siblings and has recently begun to attempt stalking birds and rabbits (although he is a long way from catching anything himself). He is a very attractive specimen, just like his father, and will grow up to be a beefy hunter with a deep baritone. He shares a special bond with Bloodclaw and is the only cub that the adult male tussles with. Pouncer is slate gray, with a dark mane like his father's.

Riverthroat (young bhaergala): AL N; AC 7; MV 12; HD 1 + 1; hp 5; noncombatant; SD poison resistance; ML 5; XP 65.

Riverthroat is another male cub, moderate in size and lacking much of his brother's aggressive enthusiasm. He is, however, the finest singer of the three cubs, and Silvermane has encouraged him to develop his talents for the purpose of luring civilized bipeds to their doom. Riverthroat, however, is interested in singing because he likes it, even more than the average bhaergala. He will grow to be an introspective, emotional dreamer, eventually considering himself superior to all other bhaergala because of his vocal talents. Riverthroat is a very light gray, almost silver, and his mane is the same color as his hide.

Lazy Fish (young bhaergala): AL N; AC 7; MV 12; HD 1 + 1; hp 3; noncombatant; SD poison resistance; ML 3; XP 65.

Lazy Fish, the only female cub in the litter, inherited her mother's curiosity and sneakiness along with most of her father's self-serving streak. She also loves the water and swims better than any of her siblings—hence, her name. Lazy Fish has recently caught her father picking at Kilkieran's body and threatened to tell her mother unless she, too, was allowed

an occasional nibble. Bloodclaw has allowed her this concession, and she is quite proud of herself for her manipulation. She is also adept at stoking the fires of jealousy between her two brothers for her own benefit, such as getting them to fight over who eats first and then wolfing down all the meat she can while they tussle. Lazy Fish is smaller and thinner than her brothers, with dark gray fur and a straggly black mane.

Riverthroat and Lazy Fish are noncombatants, terrified of the PCs and willing to do whatever they say in order to survive. Pouncer, on the other hand, does his best to protect himself and his siblings by leaping onto the first PC to enter the lair's entrance tunnel, springing at them from the darkened side of the lair in an effort to gain surprise. Although brave, the young bhaergala is far from fully grown, and he is just as scared of the PCs as his siblings are. Pouncer breaks off his attack if but one blow is landed on him (even if it causes no damage) and cowers at the end of the lair with his brother and sister.

All of the young bhaergala speak their species language and enough common to bawl out pleas for their lives (Lazy Fish is the most fluent in common, although Riverthroat knows a good deal of elvish, as well). Besides Pouncer's initial outburst, the cubs do not even think of defying the cruel monsters who have invaded their home and answer any questions they are asked to the best of their knowledge. They do not venture any more information than they are asked, however, for fear of annoying their captors.

In reality, the cubs know little, other than the information that Kilkieran is not really dead but is being healed by his ring. They also know that removing the ring will kill the elf, as they have been strictly instructed by their parents never to do so for this very reason. Anyone taking the time to ask the cubs about Kilkieran finds Lazy Fish the most likely to blurt out the story of why he is in their lair, in hopes that she will be left alive for being so helpful. None of the cubs are aware of the powers of any of Silvermane's instruments, although Lazy Fish and Riverthroat have heard her refer to them as "magical" and all of the cubs were told never to touch them, because they were too "dangerous."

The instruments contained in the alcove with Kilkieran are almost all magical, the exception being Kilkieran's lute, which Silvermane mistakenly



believed to be magical. The others are instruments that she had either seen used or had used against her, by travelers that she had attacked throughout the years.

Having reluctantly accepted long ago that she would never be able to play any biped's instrument properly, Silvermane also felt that it would be a shame to destroy such wondrous things simply because one could not use them, and so took to collecting and preserving them. In addition to Kilkieran's lute, the alcove in which Kilkieran rests contains a *horn of blasting*, a *harp of charming*, and a magic kazoo which enables its player (if he makes a successful proficiency check) to cast *Tasha's uncontrollable hideous laughter* or *taunt*, once per day each. The *horn* has been sounded several times in the past, and there is now a 20% chance that it explodes after being blown, plus 1% per time after that.

Those examining Kilkieran's body may note that it appears freshly killed, as there are no signs of decay. All of his equipment and most of his clothing have been shredded and buried by the bhaergala. Only his ring and his lute remain in the lair. Although his heart is not beating and he is not breathing, Kilkieran is still

alive as long as he wears his *ring of regeneration*, and a number of spells may reveal his condition, such as *detect life*, *speak with dead* (which does not work, since he is not dead), *divination*, etc. If his ring is removed, his body spasms for a moment and he gasps as his eyes roll back in true death.

Return to Harper's Gamble

A number of loose ends remain to be tied up (or botched) by the PCs after they defeat Silvermane and Bloodclaw. Perhaps the most obvious of these is what to do with their cubs. The three young creatures are unable to hunt for themselves and remain so for a number of months (even Pouncer needs time to grow and perfect his stalking technique). In the meantime, they are completely terrified of, and obedient to, the PCs (and any other humans they may meet).

Kind-hearted PCs or those desiring vicious "animal" companions may wish to have the cubs travel with them until they grow older. Others may sell the cubs in a nearby town or city (The DM may determine what price a young bhaergala might fetch, and whether or not such a sale would even be legal according to local

rules and customs.) Neither of these ideas is likely to work out very well, as the fear that holds such power over the cubs eventually turns to anger and hatred as they grow larger and more powerful. Both Riverthroat and Lazy Fish are untrustworthy around humans, and they almost certainly attempt to desert at first opportunity after growing larger and more confident of their abilities, probably attempting to turn on their "masters" beforehand if they feel that they can succeed. Pouncer turns out the same, although if he is taken in by a powerful warrior (one who could best him in combat) who respects him, treats him well, and roughhouses with him from time to time, the young bhaergala proves amenable to human society. Oddly enough, the most aggressive and violent of the cubs is the only one with any real aptitude for "tame" living.

The DM must use his own discretion in determining the ultimate fate of any bhaergala cubs raised outside the party. For example, Lazy Fish or Riverthroat might grow attached to a human surrogate parent if that parent were genuinely interested in befriending the young creature and made a strong effort to help the bhaergala overcome his or her prejudices towards humans. If the cubs know or discover that the PCs are responsible for their parents' deaths, they never feel anything but hatred for them, even if they are taken in and successfully raised by other bipeds. Furthermore, none of the cubs is ever comfortable in an entirely urban setting. Regardless of how well they are treated, they run off to the wilderness at first opportunity if forced to stay within an entirely civilized area.

The DM should give bonus experience awards to players who come up with a clever solution to the problem of determining the best future for the cubs, perhaps as much as 1,000 XP. Examples of this might be freely giving the cubs to a high-level ranger (who may find a special bond with Pouncer and take him in as a companion/follower), druid, or Meistersinger (a special sort of bard who lives in the wilderness and has a mystic connection with animals and other woodland beings—a very good choice for Riverthroat). The appropriate surrogate parent would have to be located, of course. Examples of solutions that would not warrant a bonus experience point award would include killing the cubs, abandoning them in the wilderness to fend for themselves, or selling them to

uncaring or unscrupulous buyers (such as a high-level wizard interested in creating magic-reflective garments out of their hides).

Further Adventures

Future adventures involving the cubs depend on how the young bhaergala are treated by the PCs. They may return to haunt (or hunt!) the PCs. If left with inappropriate "wards," the cubs might escape after having become fully grown. Although natural loners, they may decide to stick together for long enough to get their revenge on the PCs. Alternately, the PCs may unwittingly sell the trio to an evil bard or wizard who controls them with *charm* spells, and come into conflict with the party at a later date.

Of more immediate importance to the PCs (and Duncan Tolly) is the condition of Kilkieran Aubrey at the end of the adventure. If they learn of his magic ring before removing it and bring his body back to Harper's Gamble, he should fully recover from his bout of near-death in about a month. Although this is far too late for the minstrel to give his seminar at the bard college, it is truly more than Duncan could have hoped for from the PCs, and he happily offers 500 gp as a reward for the party's brave deeds. Additionally, the party's success should result in a substantial experience reward for the PCs, perhaps as much as 1,000 XP, divided evenly among party members. If the PCs are still around when Kilkieran is fully healed, or if he ever meets up with them again, he desires to learn all he can of their exploits to reward their bravery in song and epic ballad. Kilkieran likely learns many things that may be of interest to the party in his future travels, and future meetings with the minstrel may prove excellent sources of information and adventure hooks.

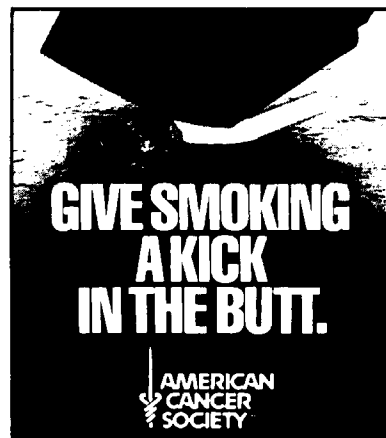
If one of the PCs is a bard seeking acceptance into Greenbriar College, he can certainly find it after successfully completing this adventure. In this case, the college might prove a valuable source for future adventure hooks. Many bards frequent Greenbriar, with stories of hidden treasure, marauding dragons, and political unrest from many nearby kingdoms. Perhaps a secret entrance to a forgotten section of Greenbriar Keep is discovered in the near future, releasing an ancient spirit that haunts the college's library. Duncan may call on the PCs to help him out once more.

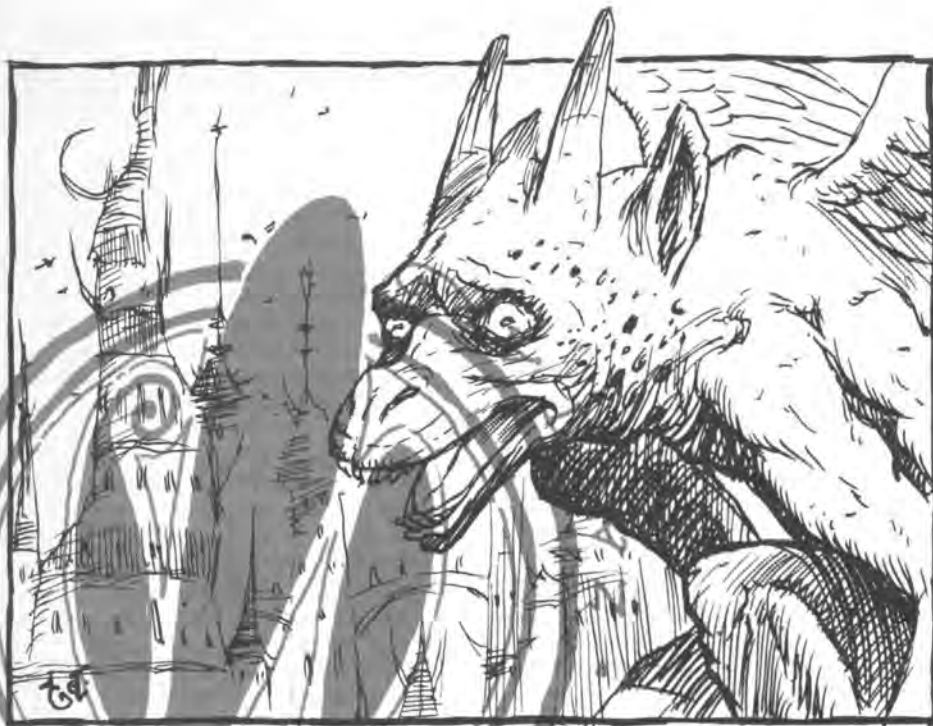
If the PCs inadvertently killed Kilkieran by removing his ring, they have at least gained a powerful magical item, although they have not succeeded in their mission and receive no bonus experience award. At the DM's option, the ring may become haunted by the spirit of Kilkieran (treat as a haunt, which is bound to the ring rather than a place of death), who strives to complete some goal that the elf set for himself before he died. The exact nature of the goal may be anything the DM desires, from playing in a certain well-regarded inn to recovering a lost musical artifact created by an elven mage of old.

If the party simply gives up or loses Silvermane's trail, they receive no experience award, and Duncan remains at a loss over what to do about Kilkieran's upcoming scheduled seminar. If the party includes a bard who has suitably impressed Duncan, he may be willing to risk presenting the character as a replacement for the lost minstrel, but only if the PC has exhibited truly remarkable talent to the dwarf. Such a performance may make or break a PC bard's career.

Kilkieran, in the meantime, is doomed never to awaken again, a rather grisly end for the talented musician. If the DM wishes to give the minstrel a second chance, he may have the party hired out by another nearby town or village in future weeks, as exterminators sent to rid the roadways of a mysterious beast that has been preying on lone travelers. Perhaps this time they succeed in tracking the bhaergala back to her lair, although by now her cubs may have grown to the point where they are can fend for themselves and attack intruders alongside their parents.

Ω





UMBRA

BY CHRIS PERKINS

I HEAR YΘU'VE BEEN SAYING
SΘME NASTY THINGS ABΘU+ US.
THAT'S RA+HER . . . UNHARMΘNIΘUS ΘF YΘU.

— DURKAYLE ΘF +HE HARMΘNIUM,
+Θ A BUBBER IN CUSTΘDY

Artwork by Tony DiTerlizzi

Chris writes: "A free piece of advice to players of this adventure: Learning the chant about 'Umbra' is simple, cutter. Success hinges on a slew of tenuous alliances. There are many shades of evil in Sigil. Clueless primes like you must learn Inimigle's First Rule of Survival in the Cage: Sometimes a fiend is a basher's best friend."

Sigil ain't such a bad place, cutter. It's not Who you know or What you know or even Where you are that counts. Any leatherhead can trip his way into Sigil and make a decent living sweeping streets, turning stag, or landing people in the dead-book. The trick to Surviving is knowing that you're not the toughest basher that walks The Cage. You gotta know who to garnish, how to peel, and when to keep your bone-box shut. What's that? You say you've got the hardheads on your case? Oh well. It was nice knowin' ya, berk!

"Umbra" is an AD&D® PLANESCAPE™ adventure set in the city of Sigil, usually called The Cage by its residents. The module is best for 4–6 PCs of levels 6–9 (about 36 total levels) and assumes the PCs are at least familiar with Sigil and its many factions. PCs may be planars (natives of the Planes) or clueless Outsiders who are just starting to get the chant of Sigil's ways. This module works best if none of the PCs belong to factions, particularly the Harmonium. DMs may consult the "Faction Reaction" sidebar on page 20 for a list of suggested PC factions.

DMs and players are encouraged to read up on the factions, customs and language of The Cage as detailed in *The Factol's Manifesto* and the PLANESCAPE boxed set. This module also features several monsters described in the PLANESCAPE MONSTROUS COMPENDIUM® Appendix (PMC). Additional monsters are taken from the PLANESCAPE and *Planes of Law* boxed sets. DMs looking for a way to introduce their players to Sigil are invited to read the short adventure "For the Price of a Rose" on pages 89–91 of the *Sigil and Beyond* booklet in the PLANESCAPE boxed set.

The Harmonium Way

The Harmonium is always right. Just ask any member of the Harmonium. He'll tell you that Enlightenment comes from living in perfect harmony with all others, and any basher who's got a

problem with that better find another case far away from the Cage, 'cause the hardheads want it their way or no way. Factol Sarin's got a city full of hardhead bashers just waitin' to scrag some Anarchist leatherhead or crack some barmy's skull. If you ain't with the order, you're against the order, and anyone who breaks the law ain't nothin' but Mercykiller meat. The hardheads ain't known for their tolerance, either. If you have a gripe with their laws, cutter, you'd better get used to living in a bird cage.

Bringing order to the universe ain't an easy job. That's why Factol Sarin's got the Movers. Movers are ranked from One to Five like army generals. There are two Mover Fives, one of which (Tonat Shar) commands the Barracks in Sigil. The other (Killeen Caine) operates outside the Cage. The factol himself determines which of his Movers are fit for promotion. Enter Durkayle, an ambitious Mover Four.

Durkayle moved through the ranks of the Harmonium quickly, muscling his way into the upper echelons through sheer force of conviction. Durkayle is looking forward to assuming Tonat Shar's post when Tonat "steps down." He's also determined to replace Sarin as factol someday, vowing to lead the Harmonium in bold new directions. Factol Sarin and Tonat Shar are quite aware of Durkayle's strengths, both as a leader and as a warrior, but his exceedingly heavy-handed approach to achieving Harmony (not to mention his evil alignment) has not won their trust. Accustomed to steady career advancement, Durkayle has grown frustrated waiting for Sarin to promote him. From his grim tower in The Lady's Ward, Durkayle looks out over the sprawling cityscape toward the Harmonium barracks, convinced that he, not Tonat, bears the heavy task of keeping order in The Cage.

Durkayle's ambition someday to become factol of the Harmonium is hindered by his adherence and dedication to the Harmonium philosophy—a philosophy which relegates him to certain duties and prevents him from engaging in acts of betrayal. (This includes conspiring against his superiors or disobeying their lawful edicts). Despite his disdain for Sarin's "political maneuverings," a lifetime of military training forbids Durkayle from using his authority for some underhanded power play.

In order to win Sarin's favor, Durkayle recently embarked on a daring mission to bring order to the chaotic Outland sprawl known as Bedlam—an ambitious task considering that Bedlam lies near the gateway to Pandemonium, arguably the most chaotic of the outer planes. The Harmonium would like to see this portal sealed or, at the very least, regulated so that residents of Pandemonium cannot simply appear "at their convenience" to spread chaos throughout Sigil and the Outlands! Unknown to Durkayle, Fate has dealt him a nasty hand. His ill-conceived attempt to bring order to Bedlam proves to be a dismal failure. This botched excursion may not only ruin his chance for promotion but also cost him the thing he values almost as much as his career—his daughter, Umbra.

Durkayle's Daughter

The ambitious Durkayle never wanted a family, despite Factol Sarin's belief that harmony and family were synonymous. (Sarin himself has nine children.) Durkayle was focused entirely on his own career, but it's funny how things turned out.

It started almost nine months ago, when Durkayle visited the town of Curst (a twisted burg on the edge of Carceri) hoping to scrag a barmy Anarchist accused of breaking the law in Sigil. It was there that Durkayle encountered a wily succubus named Karylin and was *charmed* by her. She feigned interest in the Harmonium's sense of order and embraced Durkayle's laws in exchange for protection and companionship. She also helped Durkayle locate his felonious quarry. However, what she really wanted was a child—an irresistible desire which maternal succubi refer to as "The Urge." Within six months, Durkayle had fathered an alu-fiend daughter named Umbra.

Parental Discretion

Factol Sarin was pleased with neither Durkayle's choice of a mate nor the birth of such an unlawful creature, none of which bothered the succubus. Karylin quickly tired of the Harmonium's lawful ways and cut loose just weeks after giving birth. The chaotic evil succubus had no qualms about leaving Umbra in Durkayle's custody. However, through informed sources she learned that alu-

fiends were greatly prized in the Abyssal plane of Phurnis, a dark and dismal dominion ruled by a bitter old balor named Kalphazor. Karylin learned of Kalphazor's insatiable desire for alu-fiend slaves. The balor was also known for awarding vast chunks of his unruly dominion to tanar'ri who lured alu-fiends to Phurnis for his pleasure. Seizing this opportunity to rule her own small domain, Karylin returned to the Abyss, taking Umbra with her.

Freed of Karylin's *charm*, Durkayle hired a powerful wizard to find the child and deliver her back into his custody. Karylin was moments away from surrendering Umbra to Kalphazor when the child suddenly vanished from her clutches. Fearing the balor's angry wrath, Karylin tried to kidnap Umbra a second time but was driven away by powerful magic placed upon Durkayle's tower. Satisfied but not entirely reassured by the wizard's magic, Durkayle placed Umbra in the care of two capable "nannies," neither of whom were particularly fond of the child but who were bound to their task upon pain of death. Although they regard Umbra with disdain, they would surely suffer if any harm befell the child.

Durkayle hopes his daughter will mature into a fearsome warrior and join the ranks of the Harmonium. However, he is unwilling to devote the time needed to curb her tanar'ric instincts. He keeps Umbra confined to his tower, away from prying eyes and out of harm's reach, for fear that Factol Sarin or Tonat Shar might learn of the child's chaotic ways and demand that she be 'sent away.' When Durkayle is busy enforcing Sigil's laws (i.e. the Harmonium's laws), he entrusts Umbra's safe-keeping to his guards and nannies.

The Zactar Prophecy

Unknown to both her parents, Umbra is more than just an alu-fiend child. An ancient prophecy foretells that Umbra will revive a long-forgotten faction known as the Zactars, a faction which believed that everything in the universe was created for the benefit of an ultra-powerful entity known as the One True Being. Strangely enough, the Zactars believed that this One True Being would take the material form of a half-tanar'ri female. (For details on the Zactar faction, its mysterious disappearance, and its belief in the One True

Faction Reactions

With the exception of the Harmonium, few of Sigil's planar factions have any stake in the fate of Durkayle's alu-fiend child. They do, of course, have their own opinions about what's best for the child and may share their views with the PCs if approached.

Although this adventure works best if the PCs are not associated with any faction, the DM can run the adventure using PCs of various factions. The following factions are the most suitable for PCs: the Godsmen, the Free League, the Anarchists, the Signers, the Sensates, the Transcendant Order, and the Xaositects.

The Anarchists (Revolutionary League) would enjoy the opportunity to free Umbra from the shackles of her father's strict upbringing. In many ways, alu-fiends symbolize all that Anarchists strive for: they have no role in society, they are not readily accepted by the factions because of their half-breed origins, and conformity seems to run counter to their very existence.

The Athar have no interest whatsoever in the alu-fiend child.

The Bleak Cabal views Umbra as nothing but a debased creature, unworthy of their attention. Her existence is meaningless, and whatever happens to her is unimportant.

The Godsmen (Believers of the Source) are convinced that even a half-tanar'ri half-child has the potential to achieve some greater glory, provided she's given a chance. They believe Umbra's destiny may be of great significance—that she may ascend to become a powerful figure if someone were to help her along.

The Doomguard is not pleased with the birth of the half-tanar'ri child, since the very notion of giving birth runs counter to their entropic, "everything dies" philosophy. For the same reason, they strongly oppose the notion of Umbra resurrecting the "dead" Zactar faction. Turia, Inimigle's tiewling henchman, belongs to this faction.

The Dustmen have no interest in Umbra.

The Fated (the Takers) are completely without compassion for the alu-fiend child. If she survives, so be it. If she doesn't, no great loss. Teslar Phul (see Chapter 11) is a member of this heartless faction.

The Fraternity of Order (Guvners) are irked to learn that custody of the alu-fiend child was not handled through the Courts and would like to see this issue raised. Their inclination would be to award custody of the child to her father, given his staunch adherence to Sigil's laws.

The Free League (Indeps) believe that Umbra should be allowed to make her own decisions. They would like to see Umbra freed from her parents' self-serving, narrow-minded tyranny so that she may discover the truth for herself.

The Harmonium (Hardheads) is opposed to Chaos. However, this faction believes that even a chaotic creature like Umbra can be taught to live in harmony with other beings. Clearly the alu-fiend child should remain with her father, for only he can curb her chaotic tendencies. The child must not be raised in the custody of her chaotic mother, and the Harmonium will do everything short of breaking the law to make sure this never happens.

Mercykillers (the Red Death) have little interest in Umbra's upbringing. However, they will happily punish anyone caught trying to steal the child from her father.

The Sign of One (Signers) upholds the rights of the individual, and this places them in conflict with the Harmonium's thrust toward uniformity. The Signers regard Umbra as a unique creature whose freedom has been suppressed by her environment. On the other hand, the Signers are so preoccupied with Self that they haven't time to worry about one alu-fiend child.

Sensates (Society of Sensation) have little interest in the politics surrounding the alu-fiend child. Sensates only value what can be seen, touched, tasted, smelled or heard, so politics do not interest them. However, they like new experiences and will often undertake dangerous adventures just to feel the "thrill."

The Transcendant Order (Ciphers) would love to free Umbra from her father's clutches, not because it's the right thing to do but because it's something to do. They would do so without deliberation, trusting only their instincts.

Xaositects (Chaosmen) are sympathetic to Umbra's situation: a chaotic child forced to conform to the Harmonium's laws is enough to make a Chaosman go barmy! This doesn't imply that Xaositects feel bound to play an active role in freeing Umbra. If the multiverse is as chaotic as most Xaositects believe, there's nothing Prefect Durkayle or anyone else can do to keep his daughter from being "unleashed."

The Zactars (the Waiting Ones) believe that Umbra is a great being sent from their god. Members of this long-forgotten faction seek to protect and serve the alu-fiend. This faction figures prominently in the climax of the adventure (see Chapters 9–11).

Being, see Chapters 9 and 10.)

Like most hardheads who think they know the chant, Durkayle presumes the Zactars were destroyed for spreading chaos and false beliefs throughout the planes. He would never accept that his ill-begotten daughter, Umbra, is destined to revive the vanished faction. However, on the palm of her left hand is a birthmark shaped like the symbol of Zactar. No one who has seen the birthmark recognizes its significance. Nevertheless, there is at least one blood residing in Sigil who knows enough Zactar lore to realize that Umbra may indeed be the One True Being worshiped by the Zactar faction. This informed individual has heard through the "razorvine" that an alu-fiend child is being held in Durkayle's tower, and this individual has sent spies to The Lady's Ward to confirm the child's whereabouts . . .

A Little Knowledge

Although she cannot enter Durkayle's tower, Karylin the succubus is determined to regain that which is hers. She has asked an old ally, a yagnoloth named Inimigle (i-NIM-i-gull), to retrieve Umbra by any means short of personal sacrifice—for some bargain to be negotiated later. Inimigle is the night watchman of an interdimensional portal located inside the Zactar Cathedral, a not-so-happening place in Sigil's Lower Ward. He was summoned to Sigil against his will by the Fated, the faction which inherited the deed to the cathedral after the Zactars mysteriously vanished. The yagnoloth resents being the guardian of the Zactar portal and has been searching for some way to free himself from his duties. So far as he can tell, there is only one possible escape: Somehow he must find a way to dispel or collapse the Zactar portal permanently.

What began as a mind-dulling investigation of the Zactar Cathedral turned up some interesting information regarding the Zactar faction. Inimigle inadvertently stumbled across a tome which detailed, in full, the Zactar philosophy and the Prophecy of the One True Being. To whittle away the dark hours, Inimigle delved deeply into the volume and learned all there was to know about this so-called Great Being, not that there was much to tell (certainly nothing that would free Inimigle from his enslavement). Suffice it to say, Karylin's

sudden offer came as quite a surprise. Indeed, Karylin's daughter may be the key to restoring the Zactar faction! And if the Zactar prophecy holds true, the One True Being's arrival should be enough to seal the Zactar portal forever. (See Chapter 10.) The collapse of the portal should free Inimigle from the shackles of servitude. (In any event, the appreciative Zactars—should they return to greet the One True Being—will no doubt wish to express their gratitude by freeing Inimigle of any binding obligations!)

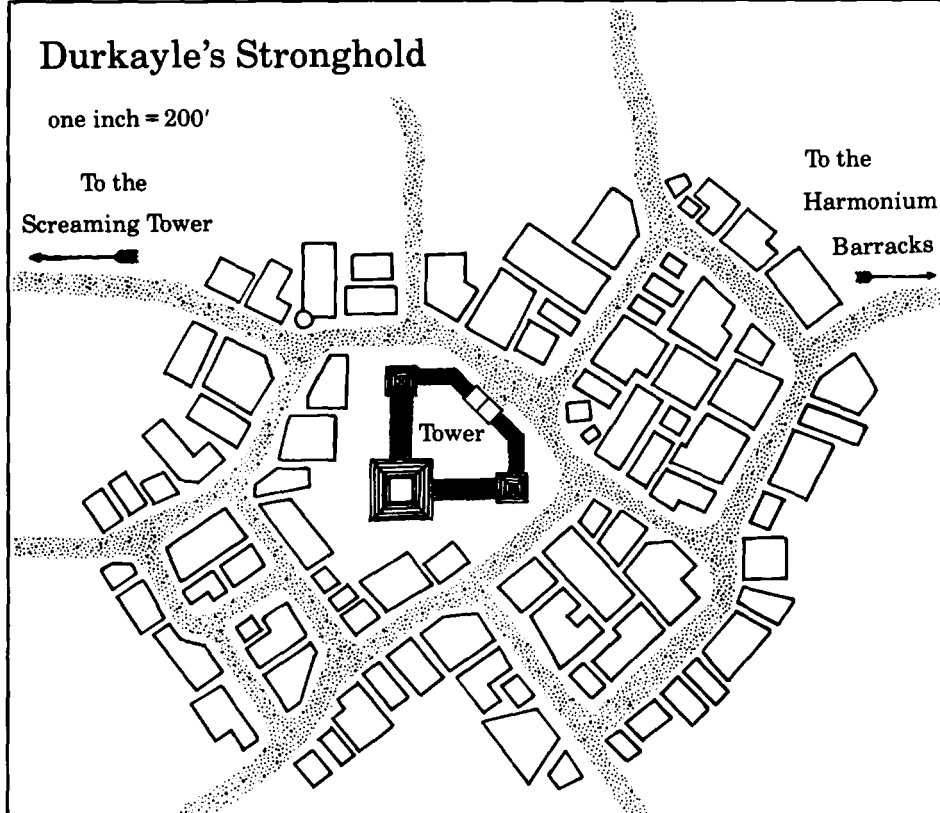
Ever the opportunist, Inimigle has decided to "help" Karylin by hiring a party to retrieve the alu-fiend child. He already has a few unwary sods in mind. All he has to do is motivate them.

The Dark of Things

The adventure begins in Sigil's Lower Ward. The PCs are approached by a cambion who works for Inimigle the yagnoloth. The PCs are invited to meet with Inimigle at the Black Sail tavern where he tries to coerce the party into retrieving the "child of prophecy" from Durkayle's clutches. Although honorable by yugoloth standards, Inimigle deliberately hides the fact that Umbra is an alu-fiend so as not to alarm the PCs.

To help the PCs retrieve Umbra from Durkayle's stronghold, Inimigle sends them to The Screaming Tower to meet the dread annis Zaraga. In exchange for a magical gate-key to Gehenna (which Inimigle gives the party), Zaraga agrees to help the PCs break into Durkayle's tower. Once she has the gate-key in her possession, the annis commands her gargoyle henchmen to deliver the PCs safely to their destination and to create a distraction guaranteed to keep Durkayle's hardheads from noticing the party's intrusion.

As the PCs explore Durkayle's tower, they encounter Umbra's nannies—Tagon the wizard and Emalica the erinyes—both of whom are deeply resentful of the alu-fiend child. Neither guardian poses much of a threat to the PCs; in fact, Emalica secretly aids the PCs in their kidnapping attempt! Umbra tries to escape the party using her newly-discovered magical talents, and tension mounts as Umbra's father suddenly returns from his failed mission in the Outlands. If the PCs escape Durkayle's clutches, they are



whisked to safety by Inimigle's allies and returned to Sigil's Lower Ward.

Before the PCs can deliver Umbra to the Zactar Cathedral, they are confronted by Karylin the succubus, who tries to reclaim her daughter by force. If the PCs successfully repel the succubus' attack, they may continue their trek to the cathedral and confront Inimigle. As payment for bringing Umbra to the cathedral, Inimigle promises the PCs free use of the Zactar portal. (An empty promise, since he intends to collapse it.) Complications arise when Durkayle and Karylin each show up to reclaim their daughter. While Umbra's parents vie for custody of the alu-child, Inimigle tries to lure Umbra into the portal. If the yagnoloth is successful, the portal collapses and he is freed from his duty. (He *teleports* away in a fit of laughter.) The portal's collapse also "awakens" three Zactar priestesses who were turned to stone to await the One True Being's arrival. Having found her sanctuary, Umbra decides to remain with the priestesses in the cathedral, leaving the PCs to deal with her over-possessive parents.

Chapter 1: Lost and Foundry

The adventure begins with the PCs lost in the streets of Sigil's Lower Ward. How the PCs end up there is for the DM to decide. (Perhaps they are deposited there after deliberately or unintentionally passing through one of Sigil's many portals.) Read or paraphrase the following:

There are dozens of dark places in Sigil where a careless berk can wind up as a page in the dead-book, and you're lost in one of them. The city's Lower Ward surrounds you. Its buildings, bereft of charm and blackened by soot, seem awkwardly narrow. They slant forward menacingly. The ground shivers underfoot with the grumbling of the nearby Foundry—a towering edifice of blackened stone capped by dozens of belching chimneys. The air is choked with soot and sulfur, though few pedestrians seem to mind. A horned fiend trudges past, pulling a wagonful of weapons. Three heavily-armed Harmonium soldiers watch the fiend suspiciously from a nearby street corner.

ACTUALLY. I'M AN ELF. I JUST LOOK LIKE THIS
AFTER A HARD DAY.

— SARCASTIC REMARK FROM
THE CAMBION DIRNGRIN,
SHORTLY AFTER REVEALING HIS TRUE FORM

The Foundry is one of the Lower Ward's great landmarks. The PCs may stop a passer-by and ask for directions if they wish. The fiend pushing the wagon is a mezzoloth named Nuurp (pronounced NOO-erp) who becomes annoyed if the PCs bother him. Nuurp is delivering weapons to the Doomguard at the Armory and has no patience for clueless berks who ask for directions. If the PCs continue to pester him after one warning, Nuurp tries to frighten them away by attacking them with his claws or spells.

Nuurp (mezzoloth): INT low; AL NE; AC +1; MV 15; HD 10–20; hp 69; THAC0 11 (base); #AT 2 or 1; Dmg 1d6 +6/1d6 +6 or by weapon type +6; SA spells; SD +2 weapons needed to hit; immune to poison, paralysis, *suggestion* and *charm* spells; MR 50%; SZ M; ML 14; XP 21,000; PMC/123 (yugoloth, lesser). Spell-like abilities (at 10th level): *alter self*, *animate dead*, *burning hands*, *cause disease*, *cause serious wounds*, *charm person*, *cloudkill* (once/day), *darkness 15' radius*, *detect invisibility* (always active), *detect magic*, *dispel magic* (twice/day), *flame strike* (once/day), *hold person*, *improved phantasmal force*, *infravision*, *mirror image*, *produce flame*, *sleep*, *teleport without error*, *trip*. Nuurp cannot gate additional yugoloths while in Sigil.

As the PCs pass by the Foundry, they are confronted and attacked by three bar-igura who have disguised themselves (using *change self* spells) as the three Harmonium soldiers standing on the street corner. (Even PCs who belong to the Harmonium are confronted and bullied. The bar-igura simply pretend to be Measures of higher station.) The bar-igura are henchmen of a night hag named Virinis (see Chapter 3) and are working in tandem with a cambion

named Dirngrin, whom the PCs will meet shortly. Their orders are to approach the PCs and start pushing them around like good Harmonium soldiers. Casting a *know alignment* spell on the bar-igura reveals their chaotic alignment—evidence that they are not really law-abiding hardhead soldiers!

If the PCs comply with the bar-iguras' every whim (not likely, but possible given the Harmonium's reputation and influence in Sigil), the brutish tanar'ri call them all sorts of derogatory names, hoping to provoke a skirmish.

Brutus, Rukubee, and Moroz (bar-igura): INT average; AL CE; AC 0; MV 9, climb 15; HD 6 +6; hp 49, 44, 38; THAC0 15; #AT 3 or 1; Dmg 1d6/1d6/2d6 or by weapon +3; SA spring attack; SD camouflage, spells; MR 30%; SZ M; ML 13; XP 8,000; PMC/97 (tanar'ri, lesser). Spell-like abilities: *change self* (twice/day), *detect invisibility*, *dispel magic*, *entangle*, *fear* (by touch), *invisibility* (twice/day), *plant growth*, *spectral force* (twice/day), *telekinesis*, *darkness 15' radius*, *infravision*, *teleport without error*.

If the bar-igura provoke the PCs into drawing their weapons, the tanar'ri drop their halberds, assume their true forms, and attack with their teeth and claws until two or more are wounded. Although the streets are lined with curious spectators, no one helps the PCs for fear of the bar-iguras' wrath. Before the fight turns lethal, Dirngrin the cambion *teleports* into the fray to "help" the PCs (see below). The bar-igura, pretending to be startled by Dirngrin's sudden arrival, turn *invisible* and flee into Sigil's alleys. If the PCs insist on pursuing the bar-igura, the evil tanar'ri use their *plant growth* ability to cover their escape by filling the alleys with razorvine.

Read or paraphrase the following when Dirngrin teleports into the fray:

A vortex of swirling black smoke erupts from the ground not five feet ahead of you, dissipating almost as suddenly. A dark figure emerges from the smoky haze, startling your brutish assailants. Caught off guard by this new arrival, the fearsome orangutan-like fiends vanish from your sight. The dark figure stands before you—a slender elfin man decked out in tight-fitting black leather armor with spiked metal shoulder plates and knee-high, studded-leather boots. His skin is dark, his ears pointed. Secured to his belt is a gleaming silver dagger.

Dirngrin has been shadowing the PCs, crawling from rooftop to rooftop and studying the party's movements closely, attempting to ascertain whether or not they are worthy. He appears on the scene once he is satisfied that the PCs are "ideal candidates" for the task ahead (by the way in which they handle the bar-igura). Dirngrin is not hostile. He has orders to guide the PCs safely to the Black Sail tavern where Inimigle, the scheming yagnoloth, is waiting for them. (Allowing the bar-igura to attack the PCs was the cambion's idea, not Inimigle's. Dirngrin has a broad sadistic streak and likes exceeding his orders.)

The devious cambion has *polymorphed* himself into a slim, dark-skinned tiefling to avoid drawing too much open hostility from local baatezu. Dirngrin (who is actually quite hulking) apologizes for not appearing sooner. He admits to shadowing the PCs, but he denies his association with the ill-mannered bar-igura, claiming that he prefers "intelligent company." The cambion need not speak all at once, but here's the gist of what he has to say:

"The Cage ain't a place for the clueless, cutter. It'll make a basher go barmy before you can say, 'Pike it, primescum!'"

"I've been keeping track of you cutters. Thought you might need a hand fending off the bar-igura. Lucky for them they're easily startled."

"I have a deal for you, if you're game. Anything's better than a one-way ticket to the Deadhouse, if you catch my meaning. There's a blood at the Black Sail tavern who wants to

see you. He's sort of a high-up man. Name's Inimigle. Out here, he's the closest thing you cutters got to a friend."

"I ain't peelin' you, cutter. Those bar-lgura weren't just lookin' for easy pickings. They're thugs working for a night hag named Virinis. She owns a shanty called the Worm's Guts. The chant is she wants you on the next menu. Her clients are picky about what they eat, and you cutters seem to be a seasoned lot. Sigil's filled with bar-lgura all lookin' to beat the fire outta you. That's just a rumor, but rumors have more truth than Truth around here. Inimigle knows the chant. He's got the ticket if you want a safe way outta here. Can't hurt to hear what he has to say."

Dirngrin is not lying. Even his story about the night hag is true. However, what he neglects to mention is that the night hag, Virinis, is actually Inimigle's ally. She takes sadistic pleasure in making sure the PCs do what Inimigle expects of them, and she uses her horde of bar-lgura henchmen (allied with Dirngrin) to ensure the PCs "follow through." Once Inimigle has finished with the PCs, Virinis delights in dealing with the PCs on her own terms. Her restaurant, the Worm's Guts, features some grisly delicacies and caters to a variety of outer planar fiends. Yes, Inimigle is known to dine there from time to time!

If the PCs attack Dirngrin, he defends himself with his dagger or teleports to a nearby rooftop. (He does not revert to his true form, preferring to keep his identity a mystery.) If another skirmish erupts, four real Harmonium guards arrive on the scene, having been summoned by concerned passers-by. They arrest the PCs for their disruptive behavior and, possibly, for their unprovoked assault on the "tiefling." Three rounds later, another four Harmonium guards show up with two hamatula baatezu who work as hardhead enforcers in the Lower Ward. (Dirngrin, who does not get along so well with baatezu, tries to leave before the hamatula arrive.) If the PCs attack the guards, the guards use their *charm person* ability to coax the PCs into surrendering peacefully. (See *The Factol's Manifesto* for details on the hardheads' *charm* ability.) If the PCs are unaffected by the *charm*,

the Harmonium soldiers defend themselves. If the PCs somehow manage to shake the hardheads, the soldiers send the hamatula to track them down. Of course, the cambion might seize this opportunity to provide the PCs with a safe haven, if they're willing to hear what Inimigle has to say.

Dirngrin (polymorphed cambion): AL CE; AC 3; MV 15; HD 4; hp 31; THAC0 16 (14 with dagger); #AT 1; Dmg by weapon type +1 (strength); S 17 (+1/+1), D 17, C 15, I 14, W 7, Ch 5; SA cause fear by touch, thief abilities; SD never surprised; MR 30%; SZ M; ML 13; XP 4,000; PMC/98 (tanar'ri, lesser); *studded leather armor* +1, *gloves of missile snaring*, *doom dagger* +2 (see below).

Spells: *darkness* 15' radius, *infravision*, *teleport without error*, *detect magic*, *levitate* (7 times/day), *polymorph self* (3 times/day).

Dirngrin's silver *doom dagger* +2 inflicts damage as a short sword and is infused with negative energy which drains one level of experience from its victim whenever a natural 20 is rolled (no save). *Restoration* or *wish* spells are required to restore lost levels.

Harmonium soldiers (4): INT average; AL LE; AC 3; MV 9; F4, F3 (×3); hp 30, 24 (×3); THAC0 17 or 18; #AT 1; Dmg by weapon type; SA *charm person* once/day; ML 14; XP 175, 120 (×3); plate mail, mancatcher (50%), fauchard-fork (30%), or footman's mace (20%), helmet. Hardheads armed with maces also carry shields (AC improves to 2).

Dreadfang and Gaulfagor (hamatula): INT very; AL LE; AC 1; MV 12; HD 7; hp 41, 37; THAC0 13; #AT 3; Dmg 2d4/2d4/3d4; SA first attack causes *fear*, spell-like abilities, hug; SD +1 weapons to hit; MR 30%; SZ M (7' tall); ML 19; XP 6,000; PMC/24 (baatezu, lesser).

DID I TELL YOU +@ S+@P GROVE[L]LING?

— INIMIGLE +@ +HE LAST+ CLUELESS WHO +@@K HIS FAVORITE CHAIR

Spells (usable at will): *advanced illusion*, *animate dead*, *charm person*, *infravision*, *know alignment* (always active), *suggestion*, *teleport without error*, *affect normal fires*, *hold person*, *produce flame*, *pyrotechnics*.

Chapter 2: The Black Sail

When he's not guarding the old Zactar Cathedral (located in the Lower Ward), Inimigle the yagnoloth hangs out at the Black Sail with a few of his planar friends. The Black Sail tavern was first introduced in the adventure *The Eternal Boundary*, so it's possible that PCs may be familiar with this low-key establishment.

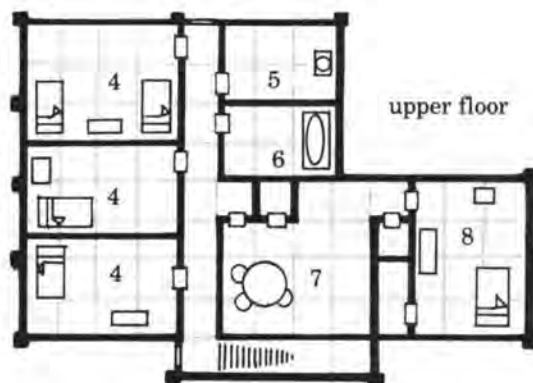
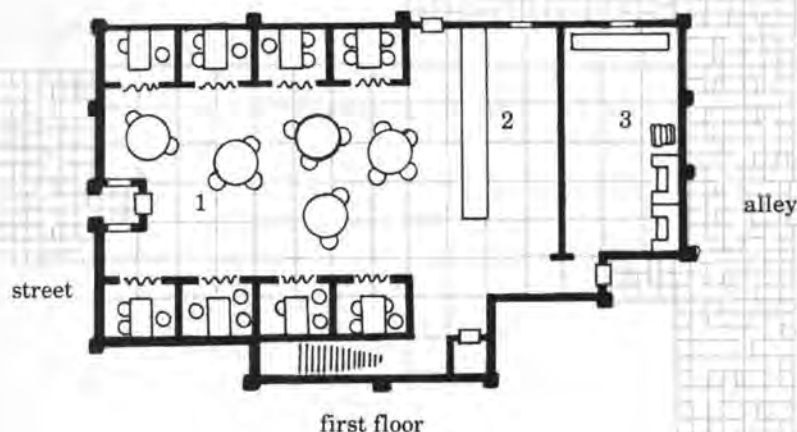
If Dirngrin was killed in the opening encounter, Inimigle sends some other agent (such as the tiefling Turia—see below) to locate a party of worthy adventurers. If the PCs still refuse to meet with Inimigle, the yagnoloth kindly asks Virinis to send more bar-lgura henchmen after the party. Dirngrin assures the PCs that Virinis will not trouble them at the tavern, claiming that she fears Inimigle. (Actually, Virinis and Inimigle are on friendly terms. See Chapter 3 for Virinis' statistics and Chapter 1 for typical bar-lgura statistics.)

If the PCs agree to follow Dirngrin, the cambion takes them directly to the tavern. When the PCs approach the tavern for the first time, read or paraphrase the following:

Fused to the tavern is the hull of an ancient galleon. A soot-stained sail hangs above the ship's gargoylish figurehead. Inside the ill-kept establishment, beneath a ribcage of dark rafters, is a dim common room lined with curtained alcoves. The tavern's

The Black Sail Tavern

one square = 5'



KEY

- | | |
|----------------|-------------------------|
| 1. Common Room | 5. Water Closet |
| 2. Bar | 6. Bath |
| 3. Kitchen | 7. Sitting Room |
| 4. Guest Room | 8. Innkeeper's Quarters |

sordid patrons congregate at tables placed in the middle of the room, while muffled voices can be heard behind the thick curtains which enclose the alcoves. The local riff-raff pays little attention to your arrival, and a young serving maid pretends to ignore you. You might have mistaken her for an elf were it not for the small black horns protruding from her copper-tinged forehead.

The Black Sail can be a dangerous place for anyone looking to start trouble. Usually the patrons mind their own business, but PCs who invite discord will find a dozen or more bashers eager to accommodate them.

Hidden behind the curtain of one alcove is the yagnoloth, Inimigle, who can't be bothered using magic to disguise his huge presence or toothy grin. The yagnoloth is joined by his "consort," Turia (a tiefling with the personality of razorvine). Read or paraphrase the following when the PCs see the yagnoloth for the first time:

Crunched at the back of one curtained alcove is a monstrous behemoth with scaly red skin, great muscles, wing-like ears and a broad, toothy grin. His arms are disproportionate—his right arm being excessively large, his left unnaturally small. In his gargantuan right hand he clutches a mammoth ale stein. Squeezed in beside this hulking fiend is a slender tiefling dressed in blue-stained plate mail. She sneers as you contemplate approaching the table.

The yagnoloth is very friendly, offering to buy the PCs a "tanar'ric aperitif" made from scrumptious spinagon ichor. If the PCs accept (ha!), they are served by Salja, the charming tiefling waitress. (At the DM's discretion, the house aperitif may have some strange effects on non-planar drinkers.) The brooding Turia doesn't utter a word during the whole encounter. Dirngrin the cambion, if alive, stands outside the alcove to make sure the PCs and Inimigle are not disturbed.

Inimigle has quite an imagination,

moreso than most yugoloths. He fancies himself something of a Sigilian godfather, keeping informed on all aspects of life in The Cage. He doesn't speak often about his job serving as night watchman at the Zactar Cathedral, a forsaken structure currently owned by a faction called The Fated. He was bound there by a powerful wizard of The Fated and gets rather irked when forced to discuss his indignity in detail. Given the choice, he prefers the term "custodian" to "night watchman." Suffice it to say, he's always looking for an out and a way to get even with his summoner without inviting the wrath of the entire Fated faction. (Hiring assassins to eliminate his summoner would be too risky and, as he puts it, "in poor taste.")

Inimigle wastes no time in making his request to the PCs:

"I've heard through the razorvine that Virinis has her eye on you. I suggest you stay away from her. Be warned that she has powerful friends in Sigil. Her cuisine has won the affection of at least three pit fiends, not mentioning any names. This is where I can help you.

Inside the Zactar Cathedral is a portal leading to other planes, including the Prime Material plane. As it happens, I have free access to this portal. I can offer you safe passage from Sigil in exchange for one small service. Oh, the service is not for me! After all, you don't exactly trust me, do you?

"Perhaps you are familiar with the Waiting Ones? No, of course not. That faction disappeared a long, long time ago under—shall we say—mysterious circumstances.

"The Waiting Ones believed that everything in the universe existed for the benefit of the One True Being, an ultra-powerful entity created by the gods themselves. The leader of this faction, Zactar, believed that the True Being would take the form of a child whom the faction would raise and whose powers could be nurtured. It is written that the child would be recognized by a ring-shaped birthmark on the palm of her left hand. As Custodian of the Zactar Cathedral, I have become something of an expert in ancient Zactar lore, and I believe Zactar's prophecy holds true. My spies inform me that a child bearing the Mark of Zactar has been seen in The Lady's Ward, held in the custody of the Harmonium.

"Very little about the Zactar faction is known, but the hardheads obviously view the Zactar philosophy with distrust or contempt; otherwise they would not prevent the child from fulfilling her destiny. It is my wish to see the Zactar faction revived and their cathedral restored to its former glory. The child must be set free, and for that I require your assistance.

"Durkayle is a high-up Mover in the Harmonium. His ambition and brutality are known and feared throughout Sigil and the Outlands. The child of prophecy is being held inside his tower not far from the Harmonium barracks. My spies tell me Durkayle has placed the child in the hands of his baatezu minions. Anyone who's ever worked with baatezu knows how horribly they corrupt the innocent! If you rescue the child from Durkayle's tower and bring her to the Zactar Cathedral, I will give you free use of the Zactar portal and anything else within my means."

YOU SAY SOMETHING?

— FIRST+ AND ONLY WORDS SPOKEN BY TURIA +● +THE POOR BERK IMPALED ON HER SWORD

Spells such as *detect lie* and *zone of truth* reveal that Inimigle is telling the truth, although he has serious doubts about the "ultra-powerfulness" of the creature referred to as the One True Being. He does indeed possess several keys to the portal in the Zactar Cathedral, and his offer is genuine. Due to powerful incantations cast by his summoner, however, Inimigle is unable to use the keys himself (although he can and will "lend" them to others). The yagnoloth doesn't keep the keys on his person; if the PCs ask to see one, he sighs and complains about not being able to remove them from the portal chamber. (A little white lie!)

The yagnoloth doesn't know for certain that Umbra is the "child of prophecy" but assumes as much. Inimigle does not speak of Umbra's parents and says nothing of the child's half-tanar'ric origins. If the PCs inquire about the whereabouts of the child's parents, Inimigle replies that the child is probably an orphan. He knows that Durkayle is Umbra's father, but he doesn't want to deter the PCs from kidnapping the alu-child.

If the PCs suspect treachery and ask what's in it for the yagnoloth, Inimigle stares at them aghast and replies:

"I am simply fulfilling my role as a good samaritan. It is not my intention to deceive. After all, 'Benevolence' is my middle name! Ah, but I can tell from your expressions that you doubt my sincerity. Do not judge me so harshly, my mortal friends. I have no interest in profit. I would never inflict harm upon an innocent child, as much as that might surprise you.

"If you simply must know, I was summoned to guard the Zactar portal

until the return of the Waiting Ones—an event which, I must say, has been a long time coming. The One True Being's presence in the cathedral will signal the completion of Zactar's prophecy and herald the faction's return. Once the Zactar faction is restored to its former glory, my services will no longer be required, and I shall be free to return to my domain in Gehenna. Ah, how I miss Gehenna in all its flaming glory!"

Inimigle is again telling the truth. He likes sulfur saunas and lava baths and is eager to return to his magma citadel in Mungoth, Gehenna's third layer. If the PCs refuse to help, the yagnoloth plays on their sympathies:

"Your decision disappoints me. And I thought *tanar'ri* were cruel and un-giving! Oh well, at least I tried."

"I loathe to imagine what Durkayle will do to that poor, innocent child. Doubtless he will corrupt her—transform her into his emissary of evil. Assuming, of course, she survives the captivity. 'Tis a shame, really, that she should find herself held in baatezu clutches. Now I fear the Zactar faction will never return to Sigil. That this child may never fulfill her destiny grieves me! And as for you, I hope you like making enemies. I hear Virinis is preparing a special surprise for next month's menu. She does treat her clients well."

The yagnoloth has no craving for combat, but he defends himself if attacked. He is simply performing a service for Karylin the succubus (and, more

importantly, himself) and has no wish to involve himself in any conflict with the PCs or the Harmonium. Nevertheless, PCs who refuse his request will be beset by Virinis' bar-Igura and possibly the night hag herself, if she's not too busy (DM's discretion).

Inimigle (yagnoloth): INT very; AL NE; AC +4; MV 18; HD 10 +20; hp 82; THAC0 11; #AT 2; Dmg 1d12 +10/by weapon type; SA acid breath, devour life force (requires five rounds), *shocking grasp* (usable 3 times/day; 1d8 +10 hp damage); SD +1 or better weapons to hit; MR 40%; SZ L (12' tall); ML 14; XP 20,000; PMC/127 (yugoloth, lesser). Spells cast at 11th level (usable at will): *alter self*, *animate dead*, *cause disease*, *charm person*, *improved phantasmal force*, *produce flame*, *teleport without error*.

Inimigle once commanded a large expanse in Gehenna but was greatly despised by his fellow yugoloths. So hated is he that he cannot gate other yugoloths. Instead, he relies on the help of his fellow outcasts Turia and Dirngrin and other hired lowlives. He still considers himself a prince despite earning the derision of other, equally powerful yugoloths.

Turia (tiefing fighter): AL NE; AC 0; MV 12; F6; hp 49; THAC0 14 (13 with long sword); #AT 3/2 or 2; Dmg by weapon type +1 (strength), +2 (specialization); S 16, D 16, C 13, I 12, W 8, Ch 10; SA poison; SD +2 to save vs. electricity, fire and poison; half damage from cold; ML 14; XP 2,000; PMC/112; slender long sword +1, short sword +1 (coated with Type E poison, good for two successful attacks), plate mail +1 (stained deep blue), ring of mind shielding, boots of striding and springing, three crystal vials (each containing one application of oily, Type E poison). Like all tieflings, Turia is ambidextrous and uses two weapons simultaneously without penalty.

Turia is a dangerous creature who keeps her thoughts to herself unless provoked. Inimigle does not pay Turia for her loyalty and doesn't know she's a Doomguard spy sent to keep an eye on him. Turia does not interfere with Inimigle's petty tortures and sees them as furthering the Doomguard cause.

Salja (tiefing serving maid): AL N; AC 7 (Dexterity); MV 12; HD 4 +3; hp 19; THAC0 15; #AT 1 or 2; Dmg 1 +3 (rake) or by weapon (1d4 with stilettos); S 13, D 17, C 14, I 12, W 16, Ch 10; SA poison; SD as Turia above; ML 11; XP

650; PMC/112. Salja keeps her twin stilettos in scabbards lined with Type O poison.

Salja hails from the Outland burg of Ribcage. She keeps her ears and eyes open to all things which happen at the tavern and is willing to share rumors for a hefty price (100–400 gp for each tidbit of information). If the PCs inquire about Inimigle, the tavern, or strange happenings in Sigil, she offers the following advice free of charge:

"You want the chant, you pay the jink. Nothing in Sigil's free, berk—nothing and no one."

Salja can verify that Inimigle is the "custodian" of the Zactar Cathedral and that he has a reputation for honoring his agreements. She also knows that he is out of favor with other yugoloths, although none of Inimigle's associates seems to know why. Salja knows that Dirngrin is really a cambion in disguise and has seen Turia speaking with agents of the Doomguard. Salja is very streetwise and possesses the usual tiefling temper. She is also flirtatious and will sometimes make playful advances toward young male adventurers with a 16 or higher Charisma. She plays a peripheral part in Chapter 8. Assuming she survives, DMs can use Salja as a contact for future adventures set in The Cage.

PCs reserving rooms in the Black Sail must pay 10 gp per night, or more if the innkeeper thinks they're loaded with jink. The tavern contains little of value, although the innkeeper (a brooding thief named Zaren) keeps a sack of 150 gp in his private quarters. The second floor guest room nearest the stairs is currently taken by Dirngrin. The trunk in Dirngrin's room is locked (+15% to thieves' open locks rolls) and contains a collapsible metal halberd +1 and an amulet of negative plane protection (functions as the 3rd-level priest's spell of the same name and protects the wearer against energy-draining attacks).

Reaching an Agreement

If the PCs agree to help Inimigle retrieve the child from Durkayle's clutches, the yagnoloth smiles broadly. He then hands one of the PCs (the party leader, if there is one) a 6" black basalt disk engraved with an arcanaloth's visage (a gate key to the plane of Gehenna, stolen by Dirngrin and his bar-Igura thugs) and gives the party these instructions:

"Only fools would smash their way into Durkayle's stronghold. The chant is he's got more than two hundred hardheads stationed there. But do not let the numbers deter you. You must travel to The Lady's Ward and seek out Zaraga, mistress of the Screaming Tower. To enter her lair, you must show its guardians that talisman and recite the following oath to the Lady of Pain. Repeat after me:

I swear this oath to Sigil's guard:
Lord of all She gazes;
I pledge my life to Her, the one
Who spares us from the Mazes.

"A catchy little rhyme—just make sure you get it right. Once inside the Screaming Tower, you will meet Zaraga. Don't be alarmed by her appearance. She's as dear a woman as any fiend could ever set eyes upon! Give her the talisman and she will help you. Do not give the talisman to anyone but Zaraga, or you won't live to regret your mistake."

Inimigle repeats The Lady's Oath if a PC wishes to write it down. If the players forget parts of it, the PCs will find themselves in serious trouble! As for Zaraga, the yagnoloth does not describe her in any more detail, claiming she likes to use magic to alter her appearance from time to time.

Chapter 3: To the Lady's Ward

Getting from the Black Sail to The Lady's Ward takes several hours of walking. The Lady's Ward is the most orderly and well-kept district in Sigil, far removed from the gloom and grime of the Lower Ward. Whether the party opts to fly or travel by foot, read or paraphrase the following description as the PCs make their way toward the Screaming Tower:

For all its bizarre majesty, The Lady's Ward is a cold and lifeless place cluttered with dark, twisted architecture. Inside towers of perilous height lurk some of the most powerful, gluttonous, and vile beings imaginable. The maze-like streets are patrolled by stone-faced Harmonium soldiers, all looking to scrag some poor sod or hang some lowlife bubble from the leafless tree.

Even the tanar'ri and baatezu give the faction a generous berth, taking their skirmishes to the rooftops to avoid confrontation.

The PCs are generally safe so long as they remain in wide-open places and do nothing to draw attention to themselves. Foolish or heroic acts will not be tolerated by the Harmonium. The DM should stage one or both of the following encounters as the party makes its way through this part of Sigil:

Between a Hag and a Hardhead

As you round the next corner, you come face to face with four armored soldiers, their breastplates adorned with the blue sword-crest of the Harmonium. The squad's leader comes to an abrupt halt, narrowly avoiding a collision with your party, and glares at you with cold blue eyes. He says, "Ho, there! Sheath your weapons and state your business!"

The PCs are confronted by four soldiers of the Harmonium. The leader of this patrol is a human paladin named Kellinor. He and his company are searching for a "wanted felon" who's been accused of selling false gate keys to Mount Celestia (known to many clueless primes as the Seven Heavens, haven for all that is lawful and good). Kellinor has a personal stake in seeing this culprit brought to justice, since Mount Celestia is where most paladins whittle away their afterlives. The PCs have never met the wanted felon, although they'll have a tough time convincing the paladin that they know nothing. "I know a liar when I see one and you—you are a liar!" is one of his favorite replies.

Kellinor's quarry has made himself scarce, but the paladin refuses to quit searching. He interrogates the PCs thoroughly, providing them with an obscure description of the culprit ("tall, gaunt, blue-skinned, dressed in gold regalia, probably an Anarchist") and asking them again and again whether or not they've seen or made contact with this "unscrupulous cross-trader." If the PCs fail to convince Kellinor that they know nothing, or if they tell the paladin, "Pike it, berk!" he arrests them. Attempts to bribe the paladin are met with terrible scowls and compounded charges.

If the PCs tell Kellinor that they've seen the criminal (a plane-hopping arcane), he demands that the PCs escort him to the felon's last known whereabouts. If the PCs mention anything about going to the Screaming Tower, Kellinor angrily replies, "No one is allowed to visit that den of Chaos! The very mention of it violates three Harmonium laws!" He then places the party under arrest. All Harmonium soldiers can cast *charm person* once/day. (See the entry on the Harmonium in *The Factol's Manifesto* for details.) They use this ability to quell arguments and to keep prisoners from giving them the laugh. If things get ugly, Kellinor draws his blade while ordering one of his men to locate more Harmonium soldiers!

If the PCs find themselves in troubled waters, one of Inimigle's allies arrives on the scene to bail them out. The ally is Virinis, a polymorphed night hag, and she's been asked to watch for the PCs and ensure their safe passage through The Lady's Ward.

While the hardheads are busy questioning or arresting the PCs, Virinis (in the guise of a old peddler) saunters past. She has left her restaurant in capable hands and is pushing a cart loaded with fat, squirming larvae. Suddenly, one of the cart's wheels falls off and the larvae are set loose upon the street! While the Harmonium soldiers help Virinis recapture the larvae, the PCs are given a chance to escape. (If the PCs hang around, the hag discretely "shoo's" them away.)

Preferably when the PCs are out of range (beyond 20'), Virinis casts her *forget* spell on the befuddled Harmonium soldiers. If the soldiers fail their saving throw, they completely forget about their encounter with the PCs. If the hardheads save against the spell, Virinis provides them with information they need to track down the enigmatic "gate-key pusher." Since this is Kellinor's number-one priority, he does not waste time chasing the PCs through Sigil's dark alleys but instead tries to validate Virinis' claims. PCs in the range of Virinis' *forget* spell must also make a saving throw or lose all memory of the last seven rounds.

Kellinor (human paladin): AL LG; AC 1; MV 12; Pa6; hp 45; THAC0 14; #AT 1; Dmg by weapon type +1 (Strength); SA *charm person* once/day; SD lay on hands (heal 12 hp/day), immune to disease, *cure disease* once/week, +2 to saving throws; S 16 (+0/

+1), D 13, C 13, I 10, W 15, Ch 17; ML 15; plate mail +2, broad sword +2. Kellinor is just a glorified (but well-equipped) Harmonium stooge.

Harmonium notaries (3): AL LG; AC 3; F3; hp 24 each; see Chapter 1 for complete statistics. They wear plate mail and are equipped with mancatchers and long swords.

Virinis (polymorphed night hag): INT exceptional; AL NE; AC 0; MV 9; HD 8; hp 57; THAC0 13; #AT 1; Dmg 2d6; SA cause disease; SD spell immunity, cannot be held (due to magical ring), +3 weapons to hit; MR 65%; SZ M; ML 9; XP 12,000; PMC/80. Spells: *know alignment*, *magic missile* (4 missiles; usable 5 times/day), *polymorph self*, *ray of enfeeblement*, *sleep* (affects evil individuals only). Virinis wears a *hood of obscured alignment*, making it impossible for others to detect her evil thoughts when the cowl is drawn. She also carries a mage's scroll (*forget*, *stoneskin*, and *Mordenkainen's sword* cast at 18th level) and wears a *ring of free action*.

If attacked, Virinis relies on her good armor class, her invulnerability to most weapons, and her magic resistance for protection. If she sustains damage, she casts the *stoneskin* spell from her scroll, rendering her impervious to the next 1d4 + 9 attacks.

Larvae (4): INT semi; AL NE; AC 7; MV 3; HD 1 + 1; hp 5 each; THAC0 20; #AT 1; Dmg 1d4 + 1; SA wounding, cause disease; SZ M; ML 4; XP 35; PMC/62.

The Barghest Wagon

A large black wagon rolls down the street, pulled slowly by a monstrous black bull armored in metallic plates. Pedestrians give the wagon a wide berth, staying clear of its spiked wheels and the bull's green, gaseous breath. The frightful wagon is lined with thick iron bars and holds nearly a dozen prisoners, most of them dressed like vagrants or thieves. Seated at the reins are two large, blue-skinned goblinoids with menacing scowls and cruel, barbed whips. They are shouting disparaging remarks to pedestrians in their own ugly language, probably warning them to stay out of the wagon's path.

The black bull is a gorgon, and the goblinoids are barghests working for

Durkayle and the Harmonium. The barghests, Kras and Scamang, are delivering ten prisoners to The Courts for judgment. (The prisoners will be sentenced by the Guvners and then taken to The Prison and left in the clutches of the Mercykillers.) The prisoners are mostly Cagers who were caught looting a temple in The Lady's Ward. These lowlifes will almost certainly be incarcerated, expelled to some terrible plane, or dangled from the "leafless tree" (the gallows). One of the prisoners is a young mage named Heleta Vazgarth. Heleta is an initiate of the Sign of One, a faction which believes the Individual is the center of the universe. She was in the wrong place at the wrong time and was scragged by the barghests along with the nine looters. She has been beaten and reduced to 4 hp, but she still has a few spells memorized. When she spots the well-equipped PCs in the crowd, she casts her *ESP* spell on them. If the spell succeeds, she learns about their quest for the "child of prophecy." Heleta then cries out to them for help, using this newfound knowledge to get their attention:

From the mournful sorrows of the prisoners comes a frightened cry for help. A young woman in torn robes reaches out to you through the bars of the wagon and says, "Help me! I know you've come for the child—the child of the prophecy. I can help you! Please, don't let them take me!"

Heleta knows zilch about the Zactar faction and Umbra. Until she joined the Signers three weeks ago, she was a clueless Outsider who knew nothing of Sigil's ways. She is still a lost lamb when it comes to knowing the dark of things. If rescued, she doesn't even pretend to know her way around Sigil, admitting that she used magic to trick the party into freeing her. If the party ignores her pleas, Heleta casts her *taunt* spell on the PCs to provoke them into attacking the wagon. If her spell works, the barghests mistake the party's intention to attack Heleta as an assault against them and retaliate accordingly.

Heleta Vazgarth (human mage): AL CG; AC 8; MV 12; W4; hp 13 (currently 4); THAC0 19; #AT 1; Dmg by spell or weapon type; S 8, D 16, C 11, I 16, W 9, Ch 12; ML 8. Spells memorized: *detect magic*, *taunt*, *ESP*. Heleta wears a bronze draconic pendant (10 gp) identifying her as a member of the Sign of One.

Anyone who stands in the way of the barghest's wagon is trampled or turned to stone by the gorgon. Attacking or bad-mouthing the barghests only provokes them into combat. If the PCs make a show of force, Kras says (speaking in common) "You leather-heads make me laugh! Is that supposed to impress us?" The less-congenial Scamang replies "Oh goody! More worthless slugs to fill our wagon!"

If they are reduced to half hit points, the barghests use their *dimension door* or *misdirection* spells to escape. The barghests are recurring villains who appear again later in the adventure. (See Chapter 11.)

Kras and Scamang each carry an iron key to unlock the wagon. The lock is magically protected so that *knock* spells have no effect on it. (Heleta wasted her own *knock* spell and warns PCs not to do the same.) The wagon's bars are too thick to be bent physically.

Kras and Scamang (barghests): INT high; AL LE; AC +1; MV 15; HD 9+9; hp 53, 50; THAC0 11; #AT 2; Dmg 2d4 + 9/2d4 + 9; SA spells; SD +1 or better weapons to hit, spells; MR 45%; SZ M (7' tall); ML 15; XP 5,000; PLANESCAPE Boxed Set (Monstrous Supplement). Spells usable at will: *shape change* (goblinlike and canine forms only), *levitate*, *misdirection*, *project image*. Spells usable once/day: *charm* (person or monster), *dimension door*, *emotion*.

The barghests do not assume their canine forms in this encounter unless they need to make a hasty escape.

Gorgon (charmed): INT animal; AL N; AC 2; MV 12; HD 8; hp 53; THAC0 13; #AT 1; Dmg 2d6; SA breath weapon (60' long, 20' wide cone); SZ L; ML 10 (13 while charmed); XP 1,400; MM/172. This dumb creature is under the control of the barghests and understands simple commands like "Forward!" "Halt!" and "Kill!" Such commands must be spoken in the barghests' own tongue.

Chapter 4: The Screaming Tower

Located in the heart of The Lady's Ward is a twisted, hollow structure known as the Screaming Tower. The 250' tall tower was built atop a natural portal leading to the Elemental Plane of Air and is riddled with apertures. Every hour, a huge gust of wind erupts from the portal and blows through these holes, creating the painful wailing noise

which earns the tower its name.

Read the following when the PCs come within first sight of the structure:

The Screaming Tower is a landmark, no doubt about it! Its scale is monstrous, its appearance quite irregular. The stalagmite-shaped tower soars above the cityscape, its unchiselled surface riddled with holes. The entire structure resembles a twisted stone flute.

The Screaming Tower serves as the lair of Zaraga, an annis, and her flock of gargoyle minions. Zaraga controls the gargoyles through sheer willpower, and for the most part they are loyal to her. However, Zaraga's chief henchman (a four-armed margoyle named Eyarq) is forever scheming to usurp Zaraga's dominion. Zaraga is aware of Eyarq's ambitions and actually encourages them, thriving on his animosity and revelling in his scorn and envy.

A Gift for Zaraga

The basalt talisman in the party's possession is Inimigle's gift to Zaraga, as payment for her assistance. The talisman is a gate key to the plane of Gehenna, which Zaraga has been trying to reach for months. The barmy hag truly believes her destiny is to rule some vast expanse beyond the confines of The Cage. She is unaware that the talisman can be used only once. If she ever finds her way into Gehenna (via one of Sigil's many portals), it may be some time before she returns—much to Eyarq's delight. In exchange for Inimigle's talisman, the annis helps the PCs gain entry into Durkayle's tower, ordering her gargoyle minions to carry them safely and unseen to the tower's rooftop. The PCs may decide to reach Durkayle's tower without the gargoyles' help, but Zaraga does not let them leave her lair until they hand over Inimigle's talisman.

Tower Encounters

Unless the PCs approach the tower using *invisibility* spells, they are seen by the myriad of gargoyles clinging to the tower's many outcroppings and orifices. The gargoyles do not attack but give Zaraga fair warning of the party's imminent arrival. Even if the PCs are *invisible*, the gargoyle golems at the entrance see them. (They are not susceptible to illusions.)

1. Stone Guardians.

The entrance to the monstrous spire is barred by a pair of sturdy iron doors. The doors are flanked by pedestals of chipped granite, upon which are perched a pair of stone nabassu. Between the statues, strewn upon the platform, are some charred remains.

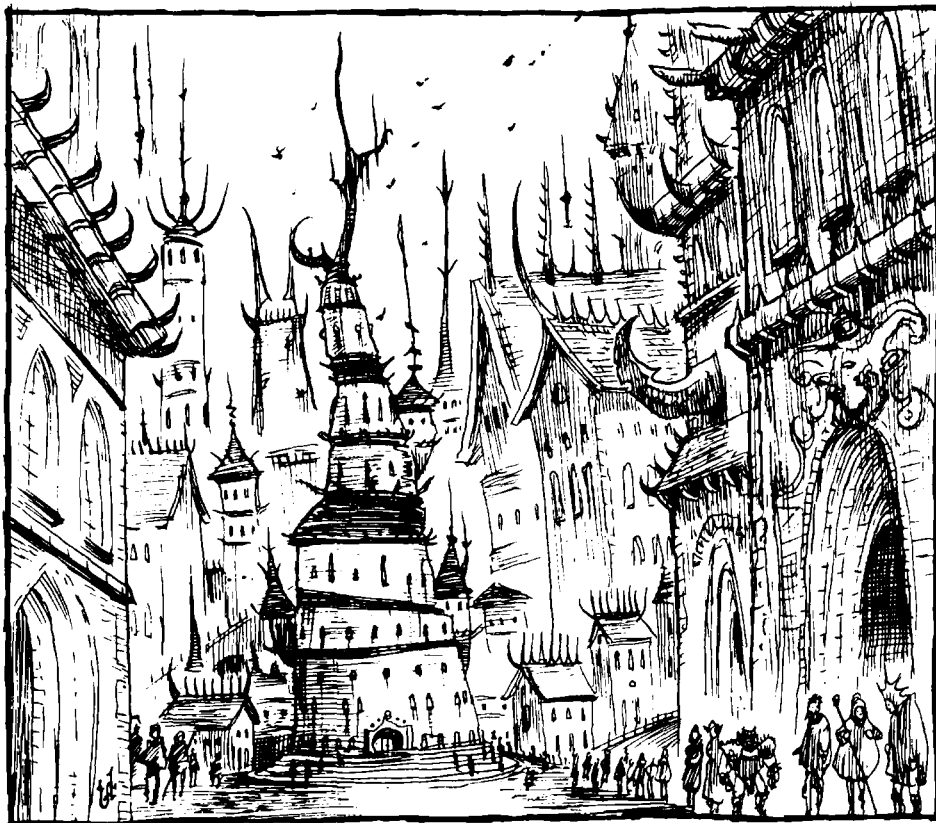
The burnt remains are what's left of an arrogant bariaur emissary named Molantu. Working for the Free League, the bold Molantu was sent to assess the tower's defenses and, if possible, slay the "foul witch" Zaraga, but he didn't anticipate the trap (see below). The bariaur's *spear* +3 still lies amidst his blackened bones and armor plates.

The guardians at the entrance are gargoyle golems carved in the likeness of two nabassu (greater tanar'ri). Unlike others of their kind, these golems can belch forth a *chain lightning* spell once/day (cast at 11th level). They use this attack form if approached by unwanted visitors. They do not attack the party provided the PCs utter The Lady's Oath before climbing onto the golems' platform or touching the iron doors. (The oath is given at the end of Chapter 2.) Zaraga and her closest acquaintances know the oath by heart; few other Cagers dare visit the tower because (a) it violates three Harmonium laws, and (b) they can't remember the entire Oath. Contrary to Inimigle's earlier instructions, showing the golems the yagnoloth's basalt talisman is not required for safe passage into the tower.

If the golems are attacked, they respond in kind but are not assisted by any of the gargoyles in the tower. Aside from being lazy, the gargoyles detest the golems and let them fight their own battles.

Gargoyle golems (2): INT non; AL N; AC 0; MV 9; HD 15; hp 60 each; THAC0 5; #AT 2; Dmg 3d6/3d6; SA petrification, crush, *chain lightning* once/day; SD immune to all spells except *transmute rock to mud* and *earthquake*; SZ M; ML 20; XP 15,000; MM/169 (golem, gargoyle—modified).

The 15'-high iron doors leading to Zaraga's tower are not locked and may be opened with an individual or combined strength of 22.



2. Air Portal.

The floor of the tower drops away into a bottomless sea of churning gray. A light breeze rises from the pale depths and tugs at you, attempting to coerce you into the cloudy expanse. Roughly-hewn stairs cling to the inside of the tower, spiralling up into darkness. Rays of light filter in through the tower's stony pores, but the light provides little comfort and even less illumination. Above, you hear the dull flapping of many wings.

The spiral stairs climb nearly 200' before ending at the door to Zaraga's lair (area 3). The PCs can see Sigil through the tower's many apertures, some of which are quite large (5'-10' in diameter). The seemingly endless stairs are periodically broken by rocky outcroppings or platforms, serving as perches for the 99 gargoyles which call this tower home. For reasons unknown, the tower has always been a gathering place for these creatures. The gargoyles, though restless and eager to inflict harm, do not attack the party unless

harassed or assaulted. They do, however, hurl a barrage of insults at the PCs as they advance closer to Zaraga's lair. Baagoth, a pudgy and pug-nosed gargoyle, gazes hungrily at one of the passing PCs and says "Well, aren't you a tasty treat! Soft and succulent and oh, so yummy!"

Gargoyles (99): INT low; AL CE; AC 5; MV 9, fly 15 (C); HD 4 +4; THAC0 15; #AT 3; Dmg 1d3/1d3/1d6/1d4; SD +1 or better weapons to hit; SZ M; ML 11; XP 420; MM/125.

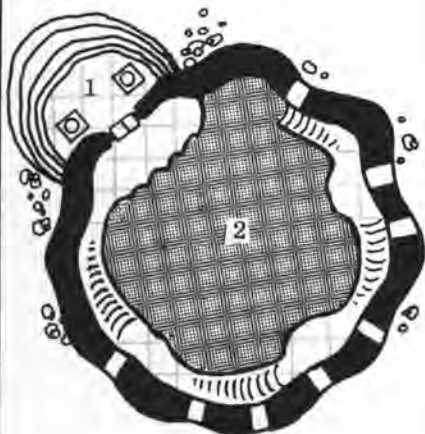
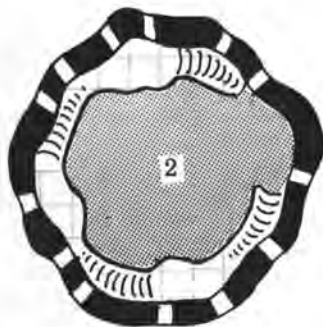
Most of these gargoyles have part-time jobs guarding Sigil's many cathedrals and strongholds, but any number of them may be at the tower when the PCs arrive.

The portal leading to the elemental plane of Air is always open and can be closed only by a special gate key (not to be found anywhere near the Screaming Tower) or a *wish* spell. PCs who plunge into the gray expanse are immediately transported to the plane of Air and must find their own way back. (For details on this elemental plane, refer to the *DM's Guide to the Planes* booklet in the PLANESCAPE boxed set.)

Every hour, the portal releases a huge *gust of wind* (duration 3 rounds) which

The Screaming Tower

one square = 10'



rises up through the hollow tower. The gargoyles are accustomed to this hourly disturbance and anticipate the shudders and painful "wailing." The gargoyles cling tightly to the stairs whenever the elemental vortex erupts. Of course, they offer the PCs no warning of this imminent threat but watch with glee as the PCs scale the tower and are caught off guard by the sudden, unleashed gale. Glirklhil, a giggly gargoyle with cracked wings, takes particular delight in watching the windblown PCs, shouting "Wheeee! Watch the barmy wingless fly!"

The DM should determine if and when the tower "screams." The rising wind is strong enough to lift an ogre off his feet. Each PC must make a Dexterity check at +4 to avoid being blown off the staircase. (The DM can add modifiers to this roll if the PCs take special precautions, or if the PC character is a bariaur or similar creature.)

PCs who make their Dexterity rolls may attempt to take hold of their comrades and keep them from getting blasted out of the tower. (Strength checks may be required at the DM's discretion). PCs who fail their Dexterity check must roll 1d6 to determine the result of their failure:

- 1 PC is blown out the nearest orifice and into Sigil's streets. Damage is 1d6 hp per 10' fallen, or none if the character has the ability to *fly*, *levitate* or otherwise avoid injury. Benevolent DMs may permit a flightless berk to make another Dex check, allowing him to catch the edge of the aperture before plunging to certain death. (Of course, the PC is left dangling on the outside of the tower with nothing beneath him but hundreds of feet of air!)
- 2-3 PC is hoisted off the stairs and hurled against the nearest wall. Damage is 1d6 hp, with the poor berk pinned to the wall until the gale subsides.
- 4-5 PC is tossed further up or down the staircase (DM's determination). Damage is 2d6 hp, unless the character has the tumbling proficiency (in which case, the damage is halved if the proficiency check is successful).
- 6 PC is drawn into the portal after a perilous descent. No damage is sustained, but the character is effectively removed from the adventure unless she has a device or spell capable of returning her to Sigil.

Regardless of whether they make their Dexterity checks, all PCs are deafened by the screaming wind for 2d4 turns unless they take precautions to protect their ears (wax or cotton in the ears effectively reduces the period of deafness to 1d6 rounds, while a well-timed *silence 15'* radius spell negates the deafness completely). The gargoyles are deafened for only 1d4 rounds since they have stronger eardrums and are accustomed to the noise. A *cure blindness or deafness* spell restores any hearing loss immediately.

3. Eyarq's Way.

The stairs end before a heavy wooden door. Various symbols of chaos and anarchy have been carved into the surface of the door (by gargoyle claws), right below the words "Nock first."

Beyond the first door are three small chambers, each blocked by another heavy wood door. None of these doors bear markings of any kind. The doors are intended to muffle the noise from the tower so that the occupants of areas 4 and 5 are not periodically deafened by the tower's wailing wind.

The walls of all three small chambers are adorned with scowling bas-relief gargoyle visages. PCs who study the stonework closely have a 1 in 6 chance of noticing that one of the leering visages has removable eyes. Each chamber has one such visage so that Eyarq the margoyle (see area 4) can spy on arriving visitors. If the PCs knock on the first door before entering, Eyarq hears them, removes the stone plugs covering the eye-holes, and watches the party through the tiny openings.

4. Margoyles Den. This unfurnished chamber serves as Eyarq's lair. The margoyle refuses to share his quarters with any of the "lowly" gargoyles and is always devising simple strategies to oust his cruel mistress and seize control of the tower. Eyarq has great aspirations, but for all his plotting and scheming, he's not particularly bright.

Eyarq is something of a freak, having been the subject of a wizard's experiment. He has four arms instead of two, giving him a pair of extra claw attacks each round. However, he has no desire to fight a party of well-equipped

adventurers. If reduced to half hit points, Eyarq leaps out the nearest window ("Kowabunga!") and flies up to area 5.

Eyarq (margoyle): INT low; AL CE; AC 2; MV 6, fly 12 (C); HD 6; hp 39; THAC0 15; #AT 6 (4 claws/1 bite/1 horn); Dmg 1d6/1d6/1d6/1d6/2d4/2d4; SD +1 or better weapons to hit; SZ M; ML 13; XP 975; MM/125 (gargoyle, modified).

The margoyle guards the stairs to Zaraga's lair (area 5) and enjoys interrogating visitors (especially prisoners brought to the tower by Zaraga's gargoyles). When the party enters, he reacts to their unannounced arrival by asking the following questions:

You leatherheads lost? Eyarq wants to determine whether or not the PCs are acquaintances of Zaraga or just a pack of clueless barmies. If Eyarq senses that the PCs have never met Zaraga before, he pretends to be Zaraga to get whatever offerings they've brought for her (assuming they aren't here to kill her, in which case skip down to the fourth question).

This for me? If the PCs mistake Eyarq for Zaraga and give him the gate-key talisman, Eyarq takes it and flies away. He hides the talisman somewhere in Sigil and returns 4d6 rounds later to blackmail Zaraga into relinquishing control of the tower in exchange for the basalt disk. (Zaraga, displeased by this turn of events, takes out her misery on the dumb berks who gave Eyarq the talisman in the first place.) If he learns that the talisman is a device capable of sending Zaraga away, Eyarq brings it to Zaraga directly so that she may use it to leave the tower (hopefully forever).

Got some garnish? In exchange for his hospitality, Eyarq demands payment from the PCs in the form of a magical item, preferably one which he can use to secure control of the tower and its gargoyle inhabitants. "Jink me!" is one of his favorite expressions. He does not allow the PCs to invade Zaraga's lair until he is paid, attacking them if necessary. He flees if reduced to half hit points.

You sharp with that sword, leather-head? If Eyarq learns the true reason why the PCs have come to Zaraga's tower, he offers to help them reach Durkayle's tower if the PCs agree to kill Zaraga. (The chaotic margoyle isn't likely to honor his side of the agree-



ment, however.) Eyarq gladly leads the PCs upstairs to Zaraga's lair once he is convinced that the PCs can defeat her.

5. Zaraga's Lair. Zaraga the annis spends much of her time in this chamber, staring out across "her domain" and plotting the downfall of her enemies. One of her most hated foes is the Harmonium—their lawful ways really stick in her craw—which is why Inimigle thought of her as an ally for the PCs. When not busy scheming or revelling in Eyarq's trifling jealousy, Zaraga can be found eating jermlaine, her favorite delicacy. Regardless of when the PCs arrive, they interrupt Zaraga in the middle of dinner:

A dying scream rings out from above. You reach the top of the spiral staircase only to behold a horrible sight. A gaunt female with skin of midnight-blue and hair as black as tar is bent over a stone-carved table, skewering something with a long black spike. Screams of pain rise up from the table, upon which lies a helpless, squirming creature. The tiny imp is held tightly in the evil hag's clutches, unable to

escape her brutal tenderizing. Tired of her quarry's struggles, the hag closes her long fingers around its body and squeezes tightly. With ravenous hunger she shoves the reddish pulp into her toothy maw and devours it all at once, then wipes her talons on the front of her rags. Hanging from the nearby ceiling are three iron bird cages, two of them containing creatures like the one just devoured. Their pathetic cries for mercy can barely be heard above the hag's great belch.

Zaraga has only a 1 in 12 chance of being surprised and is not pleased with the PCs' intrusion, but she forgives them instantly if she sees Inimigle's gate-key talisman in their possession:

"Vermin!" shouts the hag. "How dare you invade my tower! I should kill you where you sta—Do come in!"

In exchange for the talisman, she is willing to provide one service, but only because of her long-standing association with Inimigle the yagnoloth. If they do not have the gate-key, the PCs must give the annis some other treasure (a

powerful magical item at the very least) to gain her cooperation. She does not handle insolence well, but if her true form makes the party uncomfortable, she assumes a more pleasing form using her *change self* spell. Her preferred disguise is a grandmotherly ogress with tangled white hair.

Zaraga (annis): INT very; AL NE; AC 0; MV 15; HD 7 +7; hp 51; THAC0 13; #AT 3; Dmg 1d8 +8/1d8 +8/2d4 +1; SA grapple; SD *change self*, *fog cloud* thrice/day; +1 hp damage from edged weapons (+1 hp damage from blunt weapons); MR 20%; SZ L; ML 15; XP 4,000; MM/181 (hag). Zaraga's dagger is crafted from the tooth of a greater baatezu and is the equivalent of a *short sword* +3. However, she prefers to fight with her claws.

Although Zaraga loathes cooperating with non-evil individuals, she truly despises the Harmonium and Durkayle ("that scum") in particular. She gladly arranges to deliver the PCs safely to Durkayle's tower and has already formulated a scheme, should the PCs lack a plan of their own. (See "Zaraga's Plan" below.)

Zaraga's surviving jermlaine prisoners are named Pix and Pox. They (and their late comrade Pux) were captured by Zaraga's gargoyles, who are excellent scavengers. The fat little jinxkins plead for their release, but Zaraga is unwilling to give up the tasty morsels and tells them to "Pike it!" Then she turns to the PCs and chuckles, "I call them Breakfast, Lunch, and Dinner." The jermlaine are evil and will say or do almost anything to get away from the cruel annis.

Pix and Pox (jermlaine): INT average; AL NE; AC 7; MV 15; HD 1/2; hp 3 each; THAC0 20; #AT 1; Dmg by weapon type (unarmed); SD save as 4-HD monsters (magical attacks causing half damage treated as no damage); SZ T (1' tall); ML 12 (currently 6); XP 15; MM/176 (gremlin).

Aside from the blood-spattered stone table and the jermlaine cages, there are few furnishings in Zaraga's lair. Against the wall opposite the staircase rests a long, narrow cot and an unlocked iron trunk. The trunk holds 1,952 gp (loose), eight assorted gemstones (5,000 gp, 2 × 1,500 gp, 2 × 500 gp and 3 × 100 gp), a potion of *diminution*, a cursed scroll in a sealed brass tube (reader must save vs. spell or be turned to stone), and a function-

al *onyx ball* (similar to a crystal ball except it has clairaudient instead of clairvoyant scrying abilities; see *ENCYCLOPEDIA MAGICA*™ accessory Volume 1, page 150 for details).

Zaraga often uses the onyx ball to eavesdrop on her enemies' conversations.

Zaraga's Plan

If the PCs give Zaraga the gate-key to Gehenna, the annis suggests a plan for getting the party safely to Durkayle's stronghold. (The DM should allow players to devise their own scheme, falling back on Zaraga's plan if they are unable to formulate a viable tactic.)

Zaraga's plan is simple: She commands her gargoyles to carry the PCs to the highest windows of Durkayle's tower (area 14). To reduce the chance of detection, the PCs might suggest that she send dozens more gargoyles to attack the Harmonium soldiers in the courtyard. The gargoyles strafe the courtyard, attacking the hard-heads with their claws and relying on their immunity to normal weapons to avoid serious damage. The resulting battle between the forces of Law and Chaos is an ideal distraction and may even draw guards out of Durkayle's tower. If the players frown upon Zaraga's plan, the hag becomes annoyed and angrily replies, "Like it or pike it!"

Zaraga does not offer the PCs a plan of escape. If the PCs wish, she instructs her gargoyles to remain atop Durkayle's tower and carry the party to safety once the child Umbra has been found. But there's no guarantee that Zaraga or her chaotic gargoyles will honor this agreement. Once she has Inimigle's talisman, Zaraga has little reason to help the party and could care less about the child.

Using her onyx ball, Zaraga has learned that Durkayle's out of town on a mission to Bedlam, a chaotic burg in the Outlands. Durkayle has tried to coerce the burg's population into accepting his harmonious philosophy, but with little success. Durkayle has since taken it upon himself to enforce order in the chaos-ridden sprawl. Using one of Sigil's shifting portals and a gate-key confiscated from a scragged Xaositect, Durkayle has transported himself, his baatezu henchmen, and 25 elite soldiers into the heart of Bedlam, intent on bringing Order to the burg one way or

another. (Durkayle has seriously overestimated his chances of success, as detailed in Chapter 6.) If the PCs act swiftly, they can snatch Umbra out from under her father's nose.

Zaraga knows that Umbra is actually Durkayle's daughter and that the child's mother was a succubus, but she has no intention of sharing this knowledge with the PCs. (She's using the PCs to get back at Durkayle for his annoying lawfulness and doesn't want anything to dissuade them from their mission.) If the PCs try to probe her thoughts with an *ESP* spell, Zaraga is entitled to a saving throw. If she notices the scrying, she becomes infuriated by the party's gall and attacks. She has no clue what the interior of Durkayle's tower looks like and knows nothing of its defenses.

Chapter 5: Durkayle's Stronghold

The following description can be used when the party first sees Durkayle's stronghold:

Durkayle's stronghold is a harsh-looking compound composed of charcoal-colored stone, metal, and other less-recognizable materials. The most intimidating feature is a monstrous claw-shaped tower well over 100' tall. Enclosing a spacious inner courtyard are 20' high walls topped with rusted metal spikes. Regardless of the time of day, the shouts and stomping feet of trained Harmonium soldiers can be heard from within the compound. The main entrance is barred by a pair of 15'-high metal doors. The outside of the stronghold is clenched in razorvine, making it next to impossible for anyone to scale the walls.

Flying PCs can use *invisibility* spells to reconnoitre the stronghold, peering into the windows of Durkayle's tower. They risk being spotted by Greptaug the amnizu (area 11), who can see invisible creatures with his *eyeglasses of sight*, but they might also locate Umbra more quickly by peering into area 12.

Durkayle seized custody of this fortress from a chaotic evil berk who was scragged for violating one of Sigil's laws. (Durkayle was unhappy with his puny office in the Harmonium Barracks and wasn't comfortable serving so closely under Tonat Shar. He actively petitioned for a station elsewhere in the

Cage—a request which the factol reluctantly granted.) Allowing Durkayle to operate outside the Barracks was a difficult decision for Factol Sarin, who liked the notion of a widespread Harmonium presence in the Cage but was concerned that Durkayle might take advantage of his autonomy. For this reason, Sarin placed an advisor (i.e. a spy) in Durkayle's ranks—the hard-head wizard, Tagon Flamebane.

Durkayle's compound houses approximately 200 trained soldiers, several of whom can be seen or heard marching in the enclosed courtyard. Most of the soldiers are hardhead notaries (2nd–3rd level fighters), while about one-quarter are measures of 4th–7th level. There are no initiates in Durkayle's stronghold as they are housed and trained exclusively at the Barracks, a dominating fortress visible from anywhere in The Lady's Ward. (For a detailed map and description of the Barracks, see *The Factol's Manifesto*.)

As a loyal servant of the Harmonium, Durkayle's duty is to enforce Sigil's laws and keep everything in a state of harmony. Durkayle's preferred method of dealing with discord is by threats and bullying. He's even made secret pacts with local baatezu and employs them as personal guards. In short, he's a ruthless basher, as are most of his followers. Should the PCs land on his bad side, their best protection would be an alliance with either a higher-ranking hard-head mover like Tonat Shar or Factol Sarin himself; they can protect the PCs from Durkayle's wrath if the party is willing to contribute something to the Harmonium cause.

Umbra and Her Upbringing

In his absence, Durkayle has left his child in the hands of two “nannies”: Tagon Flamebane (his blind mage-advisor) and Lady Emalica (a sadistic erinyes). Neither of these individuals enjoy the task of catering to the young alu-fiend's needs. Actually, they are quite resentful of the child.

Much to her nannies' chagrin, Umbra is no longer a little baby. Due to the mysterious nature of tanar'ri growth spurts, Umbra has quickly matured into a young girl who looks about eight years old (although, in truth, she is only three months). This unusual pattern of growth is typical of alu-fiends in general; otherwise they wouldn't survive in

the Outer Planes very long. However, the DM should not dissuade the PCs from thinking that Umbra is unique in this respect. (She is, presumably, the One True Being worshiped by the Zactars, and the players might suspect this has some bearing on her accelerated growth.)

Like other alu-fiends her age, Umbra has begun to manifest several tanar'ri abilities and to display some very chaotic habits. Upset by her father's recent departure to Bedlam, Umbra used her new found *dimension door* ability to sneak out of her room and into Tagon's bedchamber, where she found the mage's *wand of frost* lying on a table. Luckily for Tagon, he was able to coax the *wand* from Umbra's clutches before the alu-fiend had a chance to use it on dear Auntie Emalica!

Emalica the erinyes despises Umbra (“Disgusting little half-breed tanar'ri wretch!”) and wants the alu-fiend destroyed. Whenever Durkayle is around, the erinyes maintains a thin veneer of tolerance, but with Daddy gone she's finding the temptation nearly irresistible. She would never blatantly harm Umbra for fear of jeopardizing Durkayle's alliance with her superior, the amnizu Greptaug (see area 11). If the PCs kidnap the alu-fiend, Emalica will be pleased, since it is highly unlikely the child will survive outside her father's protective custody. If she has the opportunity, Emalica uses her *charm* ability to coerce a PC into taking the alu-fiend child from Durkayle's tower.

Unlike Emalica, Tagon is out of place in Durkayle's evil order. He is a blind, lawful neutral mage who was assigned to Durkayle's tower by Tonat Shar of the Harmonium. Tagon's role is to give Durkayle guidance and to make sure he acts within the bounds of Harmonium laws. Needless to say, the mage finds Durkayle a difficult man to take orders from. Durkayle has assigned Tagon the task of counselling his daughter. Taking care of Umbra seemed a relatively safe task at first, but she has become increasingly difficult to control.

Durkayle's Tower

With the aid of a powerful wizard, Durkayle acquired an item which prevents chaotic evil creatures of any kind (especially tanar'ri) from touching, let alone entering, the tower. Chaotic crea-

tures of good or neutral alignment are not affected; however, they do feel slightly uncomfortable inside the tower. The item's effect on chaotic evil creatures is similar to the 8th-level wizard's spell *antipathy*, except creatures which make a successful saving throw suffer damage each round they remain inside the tower (1d6 hp/round).

The source of the protective magic is a *sphere of law*, a magical device which Durkayle keeps in the highest room of the tower (area 14). This artifact is what prevents Karylin the succubus from entering the tower and retrieving her daughter. Umbra, who is chaotic but not yet evil, has not been injured by the sphere, but its presence does make her restless. (Eventually, if her evil nature takes hold, she will no longer be able to reside in the tower and must use her powers to escape.)

The only prominent entrance to Durkayle's tower is on the first level (from the inner courtyard), although the PCs can enter through any of the tower's windows. All windows look out over the courtyard and toward the Harmonium barracks. Durkayle's tower seems even more massive on the inside, since its ceilings vary in height from 20' to 40'. Most of the rooms in the tower are lit by slow-burning torches placed in claw-shaped holders. All doors are made of reinforced iron; they are resistant to damage, but they are not soundproof. Thieves who listen at the doors have a +15% modifier to their detect noise rolls.

If the PCs agree to Zaraga's plan, her gargoyles carry them to the windows of area 14 or anywhere else they choose. Since all the windows in Durkayle's tower are barred, the PCs must either bend the bars (requiring a successful bend bars roll) or magically bypass them. Other methods may be available at the DM's discretion. (For example, the PCs could buy a flask of black dragon acid to eat through the bars or use potions of *diminution* to slip through the gaps.)

If the PCs are thoughtful and clever, they can avoid confrontations with the bulk of Durkayle's forces. However, if they act foolishly or draw attention to themselves, they soon are set upon by Durkayle's human and baatezu guards, not to mention a host of other nasty creatures which guard the tower against intrusion. The DM must use discretion when waging such a battle.

pronged pitchforks. They stand against opposite walls of the room, staring at one another with hideous leers.

The bearded fiends are barbazus, feared soldiers of the Blood War. These particular barbazus serve the amnizu in area 11 but have orders to obey Durkayle (so long as his instructions don't conflict with the amnizu's).

The barbazus are not armed with the glaive-like weapons usually associated with their kind. They wield 8'-long *tridents of life draining* which, in addition to inflicting normal damage, drain 1d4 hp from their victims permanently. (Hence, these weapons cause 3d4 hp damage to man-sized foes, 1d4 of which are permanently lost.) Only a *heal* or *limited wish* spell can restore hit points lost in this fashion. The *tridents* are charged with negative energy; good-aligned PCs who destroy these evil weapons (by tossing them into a lava flow, a furnace, or some other devastating source) should be awarded 2,000 XP per trident destroyed.

Bazilod and Drabluu (barbazus): INT low; AL LE; AC 3; MV 15; HD 6+6; hp 43, 35; THAC0 13; #AT 3 or 1; Dmg 1d2/1d2/1d8 or 2d4+1d4 (see above); SA battle frenzy, disease, spells; SD +1 or better weapons to hit, *tanar'ri* immunities; MR 30%; SZ M; ML 12; XP 6,000; PMC/20 (baatezu, lesser). Spell-like abilities: *advanced illusion*, *animate dead*, *affect normal fires*, *charm person*, *command*, *fear* (by touch), *infravision*, *know alignment* (always active), *produce flame*.

The paranoid barbazus routinely use their *know alignment* ability to scan Harmonium soldiers, just to ensure their ranks have not been infiltrated by chaotic spies sent by the *tanar'ri*. To keep intruders from escaping, the barbazus often use *advanced illusions* to create illusory walls of fire blocking the doorways.

When driven into a battle frenzy, the barbazus are +2 to hit and receive +2 on damage; however, this frenzy also gives them a +3 penalty to their AC.

4. Tagon's Office. The doors to this chamber are both *fire trapped*. Flames erupt from the door frame whenever a nonlawful creature attempts to walk through the portal. All creatures within a 5' radius are susceptible to damage unless they have special protection against fire (1d4+7 hp damage or half if a save is successful).

... AND SO THEY LIVED HAPPILY EVER AFTER.
IN THE ABYSS.

— TAGON FLAMEBANE, TELLING A BEDTIME STORY TO UMBRA

A polished ebony desk occupies one end of this lightless chamber. Positioned behind the desk is a slender chair adorned with ebony spikes. Hanging on the wall behind the chair is a tapestry depicting a group of armored knights ushering row after row of pilgrims into a bright light.

The tapestry is meant to symbolize Harmonium soldiers ushering the masses along the road to Harmony. The office belongs to Tagon who, in addition to his supervisory duties, handles Durkayle's bureaucratic affairs. Tagon keeps ledgers of prisoner transactions, duty rosters, requisition forms and "scrolls of law" (papers outlining current Harmonium regulations) in the drawers of the desk. There is nothing revealing or incriminating in the ledgers or papers.

5. Kitchen.

This smoke-filled room is lit by three blazing fire pits. Stoking the fires and dancing in the embers are three impish creatures with skins of flame. Impaled on spits above the fire pits are three unrecognizable slabs of seared meat.

The three impish creatures are fire mephits. They are too busy playing in the fires to pay much attention to the PCs, and they are not under orders to guard the kitchen against intrusion. They are not allowed into other areas of the tower and know nothing about the rooms beyond the kitchen. If plagued with questions, the mephits either breathe goutts of fire at the PCs or cast *heat metal* spells on their weapons or armor.

Fire mephits (3): INT average; AL N; AC 5; MV 12, fly 24 (B); HD 3+1; hp 16,

15, 11; THAC0 17; #AT 2; Dmg 1d3+2/1d3+1; SA breath weapon, spells; SD immune to normal fire; SZ M; ML 8; XP 420; PMC/73. Fire mephits can cast *magic missile* (2 missiles) and *heat metal* each once/day.

The slabs of meat were once rothe. The rothe were brought to the tower by Kras and Scamang (Durkayle's barghest henchmen) as food for the human soldiers.

6. Dining Hall.

Several long tables with benches fill this torchlit hall. Bits of food and shattered dishes lie strewn upon the floor.

This area is occupied by 1d10+20 Harmonium soldiers during meal hours. The DM can determine whether or not the room is occupied when the PCs enter. The soldiers are all 2nd-5th level fighters dressed in plate mail.

7. Torchlit Corridor. This 30' corridor is hidden behind a secret door. The secret door was designed to confuse ground-based intruders and prevent them from locating the tower's broad central staircase. However, the secret door is easily detectable from inside the 30' hallway. (On this side, it resembles an ordinary stone door.)

Level Two

8. Tagon's Quarters. The door to this room has been *wizard locked* at 7th level. Beyond the door lies a windowless chamber equipped with an iron-framed bed, a table, a chair, and a wardrobe with clawed feet. Tagon spends most of his time seated at the table, reading and writing passages in his spell book.

DON'T HATE ME BECAUSE I'M BEAUTIFUL.
— EMALICA + A PARTY OF CLUELESS
BAA+EZU-BASHERS

Tagon wears spectacles with opaque lenses. He keeps his staff close to him at all times, for affixed to the tip of the staff is a 3" crystal eye which grants him the power to see (as per the *wizard eye* spell). Tagon is man of indeterminate years with hunched shoulders, an untrimmed beard, and wooden teeth. (His real teeth were yanked by a hulking bubbler who fancied himself a dentist.) He investigates any loud disturbance in the hall outside his room and also checks on Umbra once in a while. When he last saw the alu-fiend, she was playing with her latest "pet" (one of Emalica's incorrigible spinagons).

Tagon does not attack intruders, preferring to leave that task to the tower guards. Tagon knows all about Durkayle's "fling" with a succubus and about their alu-fiend offspring, as well as Durkayle's alliance with Greptaug the amnizu, but he's too afraid of Durkayle's wrath to say anything. PCs who can read his thoughts might uncover the truth, but Tagon doesn't volunteer information. Tagon has seen Umbra's birthmark and suspects the child is marked for some greater purpose, he knows not what. Telling him about the Zactar prophecy will not keep him from thwarting the PCs' kidnapping attempt.

If the PCs dare invade his privacy, Tagon blasts the open doorway with a *cone of cold* or seals it shut with a *wall of ice* (cast from his wand). If taken prisoner, he can be persuaded to lead the PCs to Umbra's room. He does what he can to keep Umbra out of the party's clutches. Failing that, he provides Durkayle with a detailed description of Umbra's abductors to save his skin.

Tagon's spell book contains all the spells he has memorized plus the following: *charm person*, *color spray*, *detect magic*, *ventriloquism*, *fog cloud*, *wizard lock*, *fireball*, *protection from normal missiles*, *tongues*, *shout*, *stoneskin*. He

does not allow strangers to take his spell book and fights to the death to keep it.

Tagon Flamebane (human wizard): AL LN; AC 10 (*stoneskin* spell absorbs first six attacks); MV 12; W7; hp 17; THACO 18; #AT 1; Dmg by spell, wand or weapon type; S 9, D 9, C 9, I 17, W 12, Ch 9; ML 11; XP 1,400; dagger, staff of the crystal eye (see above), *ring of sustenance*, *wand of frost* (28 charges; command words "yoth," "sihar" and "vaun").

Spells: *magic missile* (×2), *sleep*, *Tenser's floating disc*; *darkness* 15' radius, *ESP*, *flaming sphere*; *non-detection*, *protection from evil* 10' radius; *confusion*.

Tagon's room contains little of value, save the wizard's spell book. A thorough search of the wardrobe reveals nothing but cloaks and other wizardly apparel.

9. Emalica's Bedchamber.

This room smells of burnt incense. A large bed rests against one wall, flanked by a pair of stuffed, bearlike creatures with huge ramlike horns. Standing next to a window is an elven woman of unparalleled beauty and elegance, dressed in a silky ruby-red gown which billows in the slightest breeze. Next to her is a smoking brazier and a black, hooded baby carriage.

The woman is Emalica in polymorphed form. The erinyes isn't dumb enough to think that seasoned adventurers will be fooled by such conventional trappings. As soon as she meets the gaze of a PC she likes, he must save vs. spells (at half his level) or succumb to her potent *charm*. The *charm* of an erinyes is so powerful that anyone who

fails to save is willing to sacrifice himself and loved ones (this includes fellow comrades) to satiate the erinyes' desires. Emalica can *charm* only one PC at a time. (She must release that PC from his enchantment before she can attempt to *charm* another.) At the moment, she has no desire to harm the PC or sweep him away to Baator—not when she can use him to get rid of Umbra.

The erinyes does not want the PCs to kill Umbra (at least, not inside the tower). Emalica believes that Umbra's death under such circumstances would only drive a wedge between Durkayle and his baatezu "allies." (Durkayle might suspect a baatezu conspiracy.) Emalica's superior, Greptaug, has just formed a secret alliance with Durkayle's Harmonium against the tanar'ri in Sigil. If the PCs succeed in abducting Umbra, Durkayle will no doubt blame the kidnapping on the child's tanar'ri mother (who undoubtedly has agents, possibly *charmed* ones, operating inside The Cage). The incident serves to reaffirm Durkayle's hatred of tanar'ri, making him eager to cement his alliance with Greptaug and his baatezu. This is exactly what Emalica wants. The alliance is more important than the fate of the child.

Emalica uses her influence to ensure that the *charmed* PC completes his task at any cost. If the free-minded PCs decide not to take Umbra from her father, Emalica insists that they remove the child "for her own safety," fearing that the "other baatezu" may harm her. If the PCs still refuse, Emalica vows to kill the alu-fiend child herself unless the PCs take Umbra to a place far removed from The Cage.

Emalica (erinyes): INT high; AL LE; AC 2; MV 12, fly 21 C; HD 6+6; hp 32; THACO 13; #AT 1; Dmg by weapon type; SA *charm*, *fear*, *rope of entanglement*; SD +1 or better weapons to hit, tanar'ri immunities; MR 30%; SZ M; ML 12; XP 7,000; PMC/22 (baatezu, lesser). Spell-like abilities: *advanced illusion*, *animate dead*, *detect invisibility*, *infravision*, *invisibility*, *know alignment* (always active), *locate object*, *polymorph self*, *produce flame*, *suggestion*, *teleport without error*. The erinyes can wield any weapon proficiently but prefers not to.

The erinyes has served as Durkayle's advisor and consort ever since the prefect began negotiating an alliance with the amnizu Greptaug. Emalica is

unable to *charm* Durkayle because of the *ring of free thought* he wears (which was crafted after his separation from Karylin the succubus). This rare magical item protects its wearer from all forms of mental and subliminal coercion, including spells such as *suggestion*, *taunt*, *charm person*, and *domination*. Emalica was not pleased to find this ring in Durkayle's possession, since it only makes her job more difficult.

Emalica's room is devoid of valuables. The two stuffed bearlike creatures are native to the Outlands and were placed here as decorations by Durkayle. The baby carriage was used when Umbra was very young. Emalica has since filled the carriage with poisonous snakes which lash out at anyone foolish enough to lift the carriage's hood. Emalica is not afraid to handle the snakes, since she is immune to their lethal poison. If forced into combat, she hurls the snakes at her opponents (two/round).

Also present in this chamber are two spinagon baatezu who serve as Emalica's messengers (and, sometimes, Umbra's playthings—see area 12 for details). The spinagon are cowardly, but they attack PCs from behind if given the chance. The spinagons are hidden inside the toothy maws of the stuffed bearlike beasts.

Ezu and Mizphit (spinagons): INT very; AL LE; AC 4; MV 6, fly 18 (C); HD 3+3; hp 18, 15; THAC0 17; #AT 3; Dmg 1d4/1d4/by weapon (1d6 with military fork); SA flame spikes; SD spell-like abilities, *tanar'ri* immunities; MR 15%; SZ S; ML 10; XP 3,000; PMC/29 (baatezu, least). Spell-like abilities (usable once/round, at will): *affect normal fires*, *change self*, *command*, *produce flame*, *scare*, *stinking cloud*.

Poisonous snakes (6): INT animal; AL N; AC 6; MV 15; HD 2+1; hp 10 each; THAC0 19; #AT 1; Dmg 1; SA poison (Type F); SZ S; ML 8; XP 175; MM/320.

10. Greptaug's Guard.

The floor of this torchlit chamber is tiled in black, and the walls are stained deep crimson. Four iron braziers stand in the corners next to four iron-framed beds with spiked headboards and clawed feet.

This room is normally used by the prefect's elite guards, but Durkayle

recently set it aside for Greptaug's three barbazuhenchmen (two of whom are in area 3). Zhobal, the barbazuhenchman in this room, investigates any disturbance in the hall and chases intruders anywhere in the fortress. Intruders who surrender to Zhobal are taken at trident-point to Greptaug in area 11. If the PCs refuse to surrender, the barbazuhenchman attacks with its *trident of life draining*. If Zhobal scores a hit, read the following:

The barbazuhenchman licks the blood off the point of his trident and snarls triumphantly. "You don't look like *tanar'ri*, you don't smell like *tanar'ri*, but you bleed like *tanar'ri*!"

Zhobal (barbazuhenchman): INT low; AL LE; AC 3; MV 15; HD 6+6; hp 50; THAC0 13; #AT 3 or 1; Dmg 1d2/1d2/1d8 or 2d4+1d4; SA battle frenzy, disease, spells; SD +1 or better weapons to hit, *tanar'ri* immunities; MR 30%; SZ M; ML 12; XP 6,000; PMC/20 (baatezu, lesser). See area 3 for spell-like abilities.

11. Durkayle's Ally. Inside this room is the evil amnizu, Greptaug. The amnizu is a greater baatezu and a very dangerous customer. The DM should not play Greptaug as a mere monster, but rather as an intelligent creature who has more reasons to spare the PCs than destroy them.

Watching your intrusion with some amusement is a gruesome, 4'-tall fiend with stubby limbs, jagged teeth and an elongated head. Folded behind his back is a pair of leathery wings, while the creature's long fingers are laced together in a gesture of benevolence. With a broad, toothy smile, the creature telepathically invites you to enter. The only visible furnishings are a bed and a 4'-diameter metal sphere. The sphere floats 2' off the floor.

Greptaug is miffed because the baatezu rulers (a consortium of pit fiends who call themselves the Dark Eight) have consistently passed him over for promotion. The amnizu is sick of pit fiend politics and has come to Sigil to launch his own dark crusade against the *tanar'ric* hordes. The Dark Eight found Greptaug's initiative amusing and sent a gelugon to destroy him. Greptaug used an imprisonment spell to trap the gelugon in-

side the floating metal sphere and now lugs it around as a trophy.

Greptaug's levitating sphere is hollow but seamless; it can be dispelled only by a *wish* or *freedom* spell (either of which frees the dreaded gelugon), or destroyed by an intense magical force such as a *sphere of annihilation* (which would destroy not only Greptaug's sphere but also the creature inside it). *Dispel magic* has no effect. The Dark Eight are too busy fighting the Blood War to send another gelugon assassin, but they intend to deal with Greptaug soon enough. (See Chapter 12 for details.)

Greptaug has allied himself with Durkayle because of their common disdain for *tanar'ri*. (Hatred is too strong a word given that Durkayle once mated with a *tanar'ri* and Greptaug dislikes pit fiends even more.) Greptaug needs the support of a faction before he can hope to gain a foothold in The Cage. Of course, Greptaug is deluding himself if he thinks the rest of the Harmonium (or The Lady of Pain, for that matter) will let him wage war against the *tanar'ri* in Sigil.

Greptaug has a deal for the PCs. He allows them to leave the tower alive provided they take Umbra far away from Sigil. He promises to use his touch of forgetfulness and some carefully-worded *suggestion* spells to make certain no one inside the tower remembers seeing the PCs. (Whether or not he follows through depends on how politely the PCs treat him.) Greptaug is a skilled liar and can easily convince Durkayle that the abduction was orchestrated by the child's mother, but Greptaug does not reveal this to the PCs. He would never admit to being a liar. ("Amnizu do not lie. We sometimes forget the truth, but we never lie.")

Greptaug (amnizu): INT exceptional; AL LE; AC +3; MV 6, fly 15 (C); HD 9; hp 48; THAC0 11; #AT 1; Dmg 2d4 + special; SA energy channel, *forget*; SD +2 or better weapons to hit, *tanar'ri* immunities, spells; MR 50%; SZ M (4' tall); ML 13; XP 11,000; PMC/19 (baatezu, greater); *eyeglasses of sight* (see page 463 of the *ENCYCLOPEDIA MAGICA*, accessory Volume 2), *ring of protection* +2. Spell-like abilities: *advanced illusion*, *animate dead*, *charm person*, *infravision*, *know alignment* (always active), *fireball* (3 times/day), *imprisonment* (once/day), *suggestion*, *teleport without error*.

A W W .

AIN'+ SHE A SWEET LI++LE PIKE!

— DIRNGRIN +HE CAMBION. JUST BEFORE UMBRA BITES HIS FINGER

If attacked by multiple foes, Greptaug teleports to a safer location within Durkayle's tower (such as area 3). If the PCs somehow thwart his escape, or if they seem particularly annoying, Greptaug unleashes a 9 HD *fireball* inside the room before making his departure. Like all baatezu, he is impervious to magical fire. His *eyeglasses of sight* enable him to see through illusions and magical disguises like the priest's *true seeing* spell.

While in Sigil, Greptaug is unable to use his gate ability to summon reinforcements. As a rule, the Lady of Pain prevents gate spells from operating inside the Cage.

12. Umbra's Playroom. The door to this room has been *wizard locked* by Tagon.

The floor of this spacious chamber is littered with wooden dolls and sharp daggers. An iron cage rests in the middle of the floor. Against the far wall is a bed of garish craftsmanship and a pair of tall, matching wardrobes. Perched atop one of the wardrobes is a small winged creature, while staring up at it from the floor is a pretty young girl. The impish creature atop the wardrobe is about to hurl a tiny fireball at the girl when it notices your intrusion and flies out the nearest window. The little girl looks over her shoulder, her face dark with hostility. "You scared it away!" she says angrily.

Umbra's "friend," a spinagon named Skryll (hp 12), vacates the chamber when confronted by anything it perceives as a threat. (See area 9 for complete statistics.) The temperamental alu-fiend child, annoyed by its sudden departure, demands that the PCs "bring

it back!" If they don't bring back the spinagon as ordered, Umbra threatens to tell her father.

The cage in middle of the room is Umbra's. To keep the child from wandering off, Tagon and Emalica would lock her in the cage at night. Umbra's *dimension door* ability makes the cage useless as a prison, but she is so accustomed to sleeping inside it that she would rather sleep there than on the more comfortable bed. The wardrobes both contain adult-sized clothing, as well as two complete suits of *chain mail* +2.

Several of Umbra's powers have begun to manifest themselves, including the ability to *shapechange* into a normal-looking girl (a form she generally prefers to her own). She does not assume her true form unless forced to do so. At the present time, she has the following additional spell-like abilities: *ESP*, *dimension door* (usable only once/day) and *darkness 15' radius*. In time, she will learn the other powers common to her species, including the ability to cast *charm person*, *suggestion*, and *teleport without error*. She has used her *dimension door* spell once before (to snatch the *wand of frost* from Tagon's room) and has not used it since. However, if someone unfamiliar approaches within 10' of her, Umbra uses this power to escape. The alu-fiend is too sheltered to imagine a world outside the tower and chooses not to leave its confines. This doesn't mean the PCs won't find themselves chasing her around the tower!

There are 20 daggers scattered amidst Umbra's dolls. The weapons were placed here by Emalica, who hoped the alu-fiend might "injure herself." After the "stunt" she pulled (seizing Tagon's *wand of frost*), Umbra has been told not to leave this room. If threatened and unable to escape via magical means,

Umbra seizes one of the daggers and defends herself.

Umbra (shapechanged alu-fiend): INT very; AL chaotic (with evil tendencies); AC 5; MV 12, fly 15 (D); HD 2; hp 8; THAC0 19; #AT 1; Dmg by weapon type; SD cold iron or magical weapons needed to hit, tanar'ri immunities, spells; MR 30%; SZ S; ML 7; XP 4,000 (for rescue only); PMC/94 (tanar'ri, lesser—modified). Umbra can regain lost hit points at the expense of her opponents. This requires a normal melee hit (inflicting 1d4 hp damage), of which the alu-fiend gets half, rounded up.

PCs who look at the palm of Umbra's left hand won't find a birthmark. Umbra hides her birthmark when she assumes human form. To see the birthmark, the PCs must dispel Umbra's *change self* spell or otherwise convince the alu-fiend to revert to her natural form. Umbra's birthmark is identical to the symbol of the Zactar faction and verifies that she is the One True Being of Zactar's prophecy. Umbra is not aware of her special destiny and would rather be left alone.

The presence of her father's "silver ball" (the *sphere of law* in area 14) makes Umbra uneasy, and she is afraid to touch it. Umbra dislikes living in the tower but can think of nowhere else to go. If the PCs can convince her that the outside world is safe, she might consider leaving the tower willingly. However, convincing Umbra should not be an easy task—but an interesting role-playing opportunity nonetheless!

13. Bathroom. This cold, windowless chamber is furnished with the basic amenities of a bathroom, including a ghastly iron tub with clawed feet.

Level Three

14. The Sphere of Law.

This L-shaped room has but a single furnishing: a 5'-high, wrought-iron tripod shaped like a fiend's talon. Nestled comfortably in the talon's clutches is a 6"-diameter silver globe.

The globe in the tripod is Durkayle's *sphere of law*. The *sphere* radiates a powerful aura of antipathy which surrounds the entire tower. Only chaotic evil creatures are affected by the aura. (See "Durkayle's Tower" for details.) Any lawful creature who touches the *sphere* feels a warm, tingling sensation

and can regenerate lost hit points at a rate of 1 hp/round. If the *sphere of law* is touched by a nonlawful individual, that person must save vs. spell or have her alignment permanently changed to lawful. The sphere does not change the individual's ethos (good, evil, neutrality), but the sudden change to lawfulness has a 50% chance of driving the affected person insane. (Treat as a permanent *confusion* spell with no save.) Durkayle has not made Umbra touch the *sphere* for this reason. Restoring the wearer's true alignment (or sanity) requires a *remove curse* spell cast by a priest of at least 14th level.

The *sphere of law* is solid, surprisingly heavy (50 lbs.), and securely held in the tripod's talons. A *knock* spell is required to unhinge the talon's fingers, enabling one to remove the sphere safely. Other than the magical sphere, Durkayle has few items of value. This is, after all, a military stronghold, and Durkayle is far too preoccupied with enforcing Sigil's laws to hoard treasure.

Chapter 6: Durkayle Returns

This encounter is intended to add suspense. Just before the PCs conclude their exploration of Durkayle's tower, the high-up man himself returns from his adventure in the Outlands. Durkayle's unexpected arrival should take place shortly after the PCs encounter Umbra but before they've made good their escape. Once he figures out what's going on, Durkayle does everything he can to stop the PCs from taking away his daughter.

Unfortunately for the PCs, Durkayle has returned in a very dour mood. His day has not gone well so far. Just moments after he set foot in the chaos-ridden burg of Bedlam, the portal snapped shut and vanished, sending half of his troops to Limbo instead. (The portal was, after all, discovered and used by Xaositects!) The Harmonium soldiers who managed to stay with Durkayle got lost in Bedlam's maze-like streets and were swarmed by hordes of barmy warriors. The cornugon baatezu who went with Durkayle picked a fight with three farastu gehreleths who came through the gate leading to Pandemonium, leaving Durkayle to fend for himself. With his troops in utter disarray, a very despondent Durkayle was forced

to flee using his *helm of teleportation*.

If Durkayle returns to find his daughter abducted, he is outraged. Assuming the kidnappers have already given his hardheads the laugh, Durkayle begins interrogating Emalica, Tagon, and the tower guards. Durkayle then conducts a relentless search for signs of Umbra or the intruders (with the help of his guards and baatezu allies). If the PCs find themselves unable to flee the tower, Emalica or Greptaug might lend assistance if they can get away with it. If Durkayle captures the PCs, they're placed in shackles, locked inside the barghests' wagon, and carted off to the Prison for incarceration pending their trial. Durkayle knows nothing about the Zactar prophecy or Umbra's special nature, and he doesn't care. He won't allow anyone to take away his daughter.

If the PCs kidnap Umbra and flee the tower, Durkayle commands his bashers in Sigil to find clues to his daughter's whereabouts. Within hours after her abduction, nearly all of Durkayle's hardheads are scouring The Cage for the missing alu-fiend child and her kidnappers. Even if the PCs avoid a confrontation with Durkayle in the tower, he eventually catches up with them at the Zactar Cathedral.

The PCs should not be thrust into a life-or-death battle with Durkayle or his forces at this time. However, if the PCs decide to confront Durkayle in his tower rather than flee, Durkayle is in no mood to talk or discuss terms. He has the poor sods arrested and locked away. Those who resist are either captured or slain.

Durkayle (human fighter): AL LE; AC +1; MV 12; F10; hp 81; THAC0 10 (7 with strength, specialization, and the +1 to hit bonus for being a member of the Harmonium); #AT 5/2; Dmg by weapon type +3 (+1 for strength, +2

MUST BE A BLIZZARD IN BAA+ΘR.
— A HARDHEAD,
CONCERNED ABOUT THE NUMBER OF
BAA+EZU IN DURKAYLE'S TOWER

with specialization); SA *charm person* once/day; SD +3 to save vs. fear and emotion-based spells; S 17 (+1/+1), D 11, C 16, I 14, W 13, Ch 17; ML 18; XP 9,000; *plate mail* +4, *bastard sword* +3 (specialized), *helm of teleportation*, *ring of alertness*, *ring of free thought* (both rings detailed below).

The *ring of alertness* was a wedding gift to Durkayle from Karylin. It allows him to go without sleep indefinitely. If the *ring* is worn for more than three days straight, there is a 1% cumulative chance each day that the wearer goes insane (treat as permanent *confusion* spell, curable only with a *heal* spell). The *ring of free thought* protects Durkayle from all forms of mental attack and coercion including *charm*, *suggestion*, *taunt*, *domination*, and *psionics*. It does not shield his mind against harmless mental probes or *ESP* spells.

Chapter 7: Leaving the Lady's Ward

Waiting outside Durkayle's stronghold is Dirngrin. Using his *polymorph self* spell, the cambion has assumed his familiar tiefling disguise. Within 100 yards of Dirngrin are several of Virinis' polymorphed barlgura (minimum one per PC) disguised as common Cagers and petitioners. Statistics for Dirngrin and the barlgura appear in Chapter 1.

Dirngrin was sent by Imigile to guarantee the party's safe exodus from The Lady's Ward. The disguised cambion is standing outside the gates of Durkayle's stronghold, waiting for the PCs to emerge with Umbra in their custody. Whether or not the PCs are successful in retrieving the alu-child, Dirngrin helps them leave The Lady's Ward. If the PCs leave Durkayle's tower

AH. TANAR'RI! WE JUST LOVE TANAR'RI!
THEIR ARMS, THEIR HORNS, THEIR EYEBALLS.
THEIR HEADS . . .

— BAZILOD + THE BARBAZU

with the aid of Zaraga's gargoyles, Dirngrin and his henchmen follow the gargoyles back to the Screaming Tower and greet the PCs there.

The cambion has brought with him a *circlet of magic negation*. When placed around the head of a magic-wielding creature, this cursed item negates all spellcasting abilities and magical items (like a localized *dispel magic* spell). Dirngrin suggests that the PCs use it to prevent Umbra from using her magic. The circlet can only be taken off with the aid of a *remove curse* spell. Placing the circlet on Umbra's head has a similar effect to the wizard's *force shapechange* spell. If the PCs are not yet aware of Umbra's half-tanar'ric nature, they'll find out when Umbra is forced to revert to her true form. They'll also be able to see the birthmark on the palm of her left hand.

Unknown to Inimigle and the PCs, the evil cambion has secretly switched loyalties. While Inimigle is preparing for the party's arrival at the Zactar Cathedral, Dirngrin has been secretly negotiating with Karylin the succubus. Karylin has grown impatient with Inimigle and wants her daughter immediately. (She gave Dirngrin the magical circlet to place around Umbra's head, making it easier to take the child back to the Abyss.) The succubus recently confronted Dirngrin at the Black Sail tavern and promised him a "share" of her reward for bringing Umbra to Phurnis. (See "Durkayle's Daughter" for details.) Taken in by the succubus' offer, Dirngrin has agreed to deliver Umbra to Karylin at the Black Sail, contrary to his arrangement with Inimigle.

If the PCs accept Dirngrin's offer, the cambion and his bar-lgura will take hold of the PCs (and Umbra, if she is present)

and teleport them all to the second floor of the Black Sail tavern, where Karylin awaits. If the PCs are foolish enough to give Dirngrin sole custody of Umbra, the cambion *teleports* himself and the alu-child back to the Black Sail tavern, leaving the PCs to fend for themselves. Umbra fears Dirngrin and will not willingly go to him (or the bar-lgura, for that matter). If the PCs keep tight hold of Umbra, Dirngrin and his bar-lgura do not fight for custody of the child. Instead they *teleport* the entire party back to the Black Sail tavern and deal with them there.

If the PCs refuse Dirngrin's help, they must travel back to Lower Ward by themselves, avoiding the Harmonium patrols. The DM should arrange at least one encounter with a Harmonium search party consisting of six hardhead soldiers and three hamatula baatezu. (See Chapter 1 for statistics.) Dirngrin and the bar-lgura follow the PCs covertly, *polymorphing* into whatever form suits them. If the opportunity arises, Dirngrin, or one of the bar-lgura, seizes Umbra and *teleports* away.

Even if the PCs failed to kidnap Umbra from Durkayle's tower, Dirngrin escorts the PCs to Karylin. Doubtless she attempts to coax the PCs into returning to Durkayle's tower to complete their mission. (See Chapter 8 below.)

Important note: If Dirngrin was killed earlier in the adventure, he is replaced by his cambion half-brother, Evakkas, who is just as treacherous and deceitful. (Use Dirngrin's statistics but equip Evakkas with a *two-handed sword* +2.)

Chapter 8: Motherly Love

Inimigle is not at the Black Sail when the PCs return. He is at the Zactar Cathedral anticipating the arrival of

Dirngrin, the PCs, and Umbra. If the PCs refuse to follow Dirngrin back to the tavern and go directly to the cathedral, proceed with Chapter 9.

Karylin the succubus is at the tavern, eager to seize custody of her daughter. She is joined by her consort—a *charmed* human fighter named Soric Planestalker. Karylin uses her *shape change* ability to appear as a human female, although she's not afraid to assume her true form if the PCs suspect she's a succubus. Karylin and Soric are waiting for the PCs in one of the upstairs bedchambers (determined by DM).

Karylin (succubus): INT exceptional; AL CE; AC 0; MV 12, fly 18 (C); HD 6; hp 33; THAC0 15; #AT 2; Dmg 1d3/1d3; SA energy drain, charm; SD +2 weapons to hit, immune to fire, never surprised; MR 30%; SZ M; ML 14; XP 11,000; PMC/109 (tanar'ri, lesser). Spell-like abilities: *become ethereal*, *charm person*, *clairaudience*, *darkness 15' radius*, *ESP*, *infravision*, *plane shift*, *shapechange* (humanoid form only), *suggestion*, *teleport without error*.

Karylin does not know that Umbra is the One True Being worshiped by the Zactar faction. Regardless of the truth, Karylin intends to hand her daughter over to Kalphazor, the balor who rules Phurnis, and get what's coming to her. She considers all her allies (Dirngrin, Soric, and even Inimigle) expendable. She denies that Durkayle is the alu-fiend's father, going as far to say that the "addle-coved hardhead" is impotent and deluded! (She uses the term "hardhead" loosely.) Poor Soric has been charmed into believing that he is the alu-fiend's legitimate father—a deception which Karylin maintains to assure the PCs that Umbra's "family unit" is still intact. Furthermore, the succubus claims that Durkayle merely kidnapped Umbra out of sheer spite and contempt for Karylin's lost love.

Soric Planestalker (charmed human fighter): AL CG; AC 2; MV 12; F4; hp 32; THAC0 15 (12 including Strength and specialization modifiers); #AT 1 or 3/2 (with specialization); Dmg by weapon type +7 (+5 for strength, +2 for specialization); S 18/94 (+2/+5), D 12, C 14, I 11, W 9, Ch 16; ML 12 (16 while charmed); XP 975 (double if rescued); *scale mail* +4, *shield* +2, *bastard sword* +1 (+3 vs. tanar'ri and their kin; specialized), light crossbow, three bolts of tanar'ri slaying.

Soric was once a 9th-level adventurer who fancied himself a tanar'ri-slayer. He met his match in Karylin, however. Her kiss drained him of five experience levels before he realized what was happening. Later she *charmed* him and put his fighting skills to good use as a henchman. Despite the occasional mistreatment, Soric still serves her.

If Umbra Was Recovered . . .

If the PCs were successful in kidnapping the alu-fiend child, Umbra's presence draws little attention from the Black Sail's patrons. The crowd is accustomed to seeing tieflings, cambions, and other strange creatures. Salja the waitress tries to befriend the timid child, but Umbra is turned off by the tiefling's forward manner. Umbra is equally wary of Karylin, having no recollection of what her mother looks like (especially since Karylin conceals her true appearance). When Karylin first confronts her, the peery alu-fiend uses her *ESP* ability to glean Karylin's evil intentions. From that point on, Umbra tries to stay beyond her mother's reach.

If Dirngrin managed to finagle Umbra from the PCs' clutches, he simply hands her over to Karylin, who then teleports away with the child. (Whether or not Umbra escapes from her mother's clutches is for the DM to decide.) If the PCs have Umbra under tight guard, Karylin pleads for custody of her daughter:

As the young woman gazes upon her child, an expression of relief sweeps across her face. "I thank you for retrieving my daughter. You cannot imagine the dreadful horror I felt when Umbra was torn from me. Although I cannot forgive the Harmonium for what it's done, I extend my heart-felt thanks to you for your bravery."

The woman reaches out for her daughter, but rather than take hold of her mother's hand, Umbra withdraws from her in fear. "It's been a long time," the woman says to her daughter. "Don't be afraid, Umbra. Everything's all right. No one's going to hurt you now."

If Karylin's true nature is revealed or if the PCs refuse to hand over the alu-child, Karylin sheds her gentle veneer and bluntly negotiates for possession of her daughter. If, at any

time, the PCs flatly deny Karylin her prize, the succubus tries to *charm* one of the PCs into handing over the alu-child or tries to *charm* her unwilling daughter into accepting her mother's "gentle hug." Dirngrin and his bargura henchmen block the party's escape while Soric defends Karylin from attack.

Read or paraphrase the following if the PCs agree to hear Karylin's offer:

"Umbra is my responsibility. I'm the only one who can nurture her abilities and protect her against the fiendish baatezu. The Harmonium wants to turn my daughter into a slave! She will be safe in Phurnis, my home plane. Durkayle and his baatezu henchmen cannot reach her there. Make no mistake, I am grateful for your efforts. I will offer you a token of gratitude if that's what you want, but I must have custody of my child!"

Karylin's token of gratitude is a tiny gold replica of a *Leomund's secret chest* that she stole from a wizard's lair. She has no idea what the contents of the chest are, since she doesn't know the replica's command words. (Most experienced wizards possess spells to help them find unknown command words; Karylin assumes the PCs have access to such magic.) The golden replica is worth 5,000 gp alone, but the actual *Leomund's chest* (which drifts in the Ethereal plane) contains a *wand of illumination* (61 charges), *bracers of defense* AC 3, three *ioun stones* (clear spheres, each of which grants 5% magic resistance; see page 614 of the *ENCYCLOPEDIA MAGICA*, accessory Volume 2), a cut diamond worth 5,000 gp (an empty *magic jar* receptacle), and a *cubic gate*.

Karylin has hidden the replica chest under a pillow on the nearby bed. If she gains custody of her daughter, the chaotic evil succubus tries to take the replica chest with her, leaving the PCs with nothing.

If Umbra Was Not Recovered . . .

In the event the PCs failed to retrieve Umbra, Karylin tries to convince them to return to Durkayle's tower. She offers them a reward (see above) for their efforts. If the PCs seem reluctant, Karylin plays on their sympathies:

"You can't leave Umbra in the clutches of the Harmonium! That addle-coved planeswine, Durkayle, will destroy every vestige of her tanar'ric nature, reducing her to a life of servitude—assuming the baatezu don't destroy her out of spite! My love for Umbra is too great to permit that! I implore you—retrieve my daughter from Durkayle's clutches."

If the PCs refuse to help Karylin, she becomes irritated and tries to persuade them using her *charm person* and *suggestion* spells. If she suspects that this tactic won't work, she makes plans to take Salja hostage, vowing to kill the young waitress unless the PCs comply with her demands. Failing that, the contemptible succubus commands Dirngrin and Soric to attack the party while she *teleports* to a safer location.

Enter Turia

Concerned about the party's whereabouts, Inimigle sends Turia to the Black Sail in case the PCs show up there. Thanks to Inimigle's timely intuition, Turia arrives shortly after the party's encounter with Karylin. (By this time, the succubus has either *teleported* away with her daughter or has been driven away by the PCs.) If the PCs have already set out for the cathedral, Turia meets them halfway. If Turia learns of Dirngrin's treachery, the tiefling smirks (an uncharacteristic and fleeting show of emotion). To Dirngrin she coldly replies:

"Isn't that just like a tanar'ri! Inimigle will know what to do with you, cambion."

After hurling some nasty insults at his tiefling counterpart, Dirngrin (assuming he's alive) either *teleports* away—afraid to face Inimigle's wrath—or *teleports* to the cathedral, certain he can win back the yagnoloth's favor. Dirngrin fights to the death to avoid being taken prisoner. If the PCs attack Turia, she retaliates in kind. She does not surrender, nor does she accept the surrender of anyone who attacks her.

Turia detests what she calls "pointless conversation" and refuses to discuss matters such as the Zactar prophecy, Dirngrin's treachery, or her own role in this unfolding tale. Turia

YOU ARE **WEAK!** MAYBE YOU NEED
MORE IRON IN YOUR DIRT!

— KRAAL THE MEZZOLOTH,
TRYING TO BE WITTY

leads the PCs to the cathedral uttering as few words as possible. If he is captured, Dirngrin also remains tight-lipped, preferring to let the PCs figure out matters on their own.

Chapter 9: The Zactar Cathedral

Located somewhere in the dark heart of Sigil's Lower Ward is this monstrous church, once the headquarters of the Zactars. The climax of the adventure takes place within this desolate structure. Most locals believe that the cathedral is cursed.

Read or paraphrase the following when the PCs reach the cathedral:

You have come to a section of the city where few others, apart from the most wretched lowlifes, dare to tread. All around you are the blackened skeletons of burnt tenements and the ruined cairns of collapsed buildings. Rising up from this desolate graveyard of stone is a monstrous black church which somehow withstood the destruction. The buttressed walls and shingled roofs are shrouded in ash, and its windows are blinded by soot. The pointed spires and sharply-angled rooftops contribute to the cathedral's dark countenance. The grim sight conjures up but a single word: Despair.

The Waiting Ones are all but forgotten in Sigil, despite the fact that their philosophy was one of the most followed and entrusted of all beliefs. The faction rose to great prominence under the teachings of Factol Zactar, an obsessed and powerful figure born of woman and tanar'ri (perhaps a cambion marquis or something even more fearsome). So persuasive was he that Zactar

renamed the congregation after himself, and almost instantly the Waiting Ones became known as The Zactars.

The core of Zactar's philosophy was that everything existed for the benefit of some ultra-powerful entity which the gods had not yet created. Everything else, from the smallest shanty to the greatest palace, from the lowliest carrion-eater to the mightiest of aasimons, were merely filling space until this One True Being arrived. The Zactar Cathedral was built to welcome this unknown entity, and a portal was created to facilitate its easy arrival (and to allow worshipers to come from various planes to pay homage).

How the Zactar faction perished remains a mystery. Some believe that Zactar himself was lost on some distant plane of existence or trapped somewhere in the Abyss (perhaps by his jealous tanar'ri father). Others believe that Zactar's teachings somehow opposed The Lady of Pain, and so she sent him to The Mazes. Several factors may have contributed to the faction's disintegration. The Waiting Ones failed to appoint a replacement with the strength of conviction to hold the congregation together; rival factions were ridiculing Zactar's beliefs; and some of the Waiting Ones simply got tired of waiting. At least one historian in Sigil believes the faction was annihilated when one of its members (a wizardly advisor to Zactar, perhaps) summoned an evil, extra-planar entity via the cathedral's portal, then lost control of the creature.

Zactar's remaining followers used the cathedral as a haven against the tyranny of rival factions. It was there that they vanished in a single night, giving birth to rumors of a terrible evil lurking inside the cathedral. The church re-

mained desolate and abandoned over the years until the building was purchased by the Fated (another of Sigil's factions, casually referred to as the Takers).

The Takers placed guardians inside the cathedral to keep local vermin from using it as a sanctuary. The Takers do not tolerate trespassing and are quick to file charges when such an intrusion occurs. Their deed to the cathedral hinges upon the Zactar faction's continued extinction. According to the Cage's laws, if this forgotten faction should ever return to Sigil, the Takers' hold on the cathedral is nullified.

The Guardians

The yagnoloth Inimigle was summoned to guard the Zactar portal, not the rest of the cathedral. (That task he leaves to the mezzoloth in area 1.) Fortunately for the yagnoloth, the portal operates only during the night hours, allowing him to leave his post during the day. (See *Sigil and Beyond* booklet, page 59, for details on day and night in Sigil, as well as peak and anti-peak in the *Well of Worlds* accessory.) When performing his duty, Inimigle must remain in the portal chamber (area 10). He cannot leave under any circumstances.

Whether the PCs arrive by nightfall or daylight, Inimigle waits for them in the portal chamber. If the PCs come to the cathedral unescorted, they must make their own way inside and overcome the guardians in areas 1 and 7. If Turia is with them, she unlocks the cathedral doors with a brass key given to her by Inimigle. Dirngrin also has a key, which the PCs can seize if the cambion is slain or taken prisoner in Chapter 8. Turia and Dirngrin can get past the cathedral's guardians, thanks to an "understanding" between these guardians and Inimigle.

Cathedral Encounters

None of the chambers inside the cathedral are lit, except for area 10. Strangely enough, Umbra is drawn to the dark cathedral. In fact, Umbra seems to think that the cathedral is her home.

The cathedral was constructed to be Umbra's sanctuary. From the moment she enters the cathedral, Umbra refuses to leave. (The effect is similar to the 8th-level *sympathy* spell). She may climb onto the rooftops or scale its

spires, but she will never allow herself to be driven from the cathedral.

If Karylin is still after her daughter, she will *teleport* to the roof of the cathedral and wait for Umbra to arrive. To conceal her presence Karylin *shapechanges* into a gargoyle, blends in with the surrounding stonework, and awaits the party's arrival. Karylin then leaps down and tries to seize her daughter (normal attack roll required), *teleporting* to a safer location whether she succeeds or fails. If Umbra is already inside the cathedral when Karylin arrives, the succubus wastes no time in making a grab for her daughter. She knows Inimigle cannot leave the portal chamber at night and wants to get to Umbra first. She enters by flying up to one of the towers and opening the trap door leading down to area 7. She cannot simply *teleport* into the cathedral due to powerful magic protecting the structure. (See below.)

If she fails in her second bid to capture Umbra, Karylin refrains from striking again until the protective magic on the cathedral is dispelled or the Zactar prophecy is fulfilled. See Chapter 11 for Karylin's next appearance.

Magical "Dead Zone"

With the exception of area 10, the Zactar Cathedral is a magic-dead zone. Spells cast inside the structure fizzle out, as do spells placed upon anyone entering the edifice. (This includes Umbra's *shapechange* ability.) Magical devices such as wands, rods, staves, rings, scrolls, miscellaneous magical items and potions lose their power—for as long as they remain in the cathedral. This is true for Umbra's *circle of magic negation* as well (see Chapter 7). Magical weapons, armor, and all forms of magical protection (including *stonekin* spells and *bracers of defense*) are likewise rendered temporarily inert. Golems and magical constructs do not operate inside the church, and familiars will simply not enter the structure. (If taken inside, the familiar dies.)

The "dead zone" effect is created by a magical gray orb located in area 6. If the orb is shattered or removed from the cathedral, the effect is lifted and all magic operates normally.

1. Entrance. The iron doors of the Zactar Cathedral are locked. Turia and Dirngrin both carry a key which fits the

lock. Otherwise the doors must be magically opened (using a *knock* spell) or picked open by a skilled thief (+25% chance to a thief's open doors rolls due to the complexity of the lock).

Beyond the iron doors lurks utter darkness. Only the brightest light seems to penetrate the dark folds of the cathedral's interior.

The guardian of this chamber, a sadistic mezzoloth named Kraal, is lurking in one of the unlit alcoves which flank the double doors, maintaining a constant vigil over the entrance. He was summoned by the same wizard who bound Inimigle to service. Kraal is thirsty for battle but does not attack agents of the yagnoloth for fear of Inimigle's reprisal.

Kraal (mezzoloth): INT low; AL NE; AC +1; MV 15; HD 10+20; hp 63; THAC0 11 (base); #AT 2 or 1; Dmg 1d6+6/1d6+6 or by weapon type +6; SD +2 weapons needed to hit; immune to poison, paralysis, *suggestion*, and *charm* spells; MR 50%; SZ M; ML 14; XP 21,000; PMC/123 (yugoloth, lesser). Kraal cannot cast spells inside the cathedral. However, if the magical orb in area 6 is destroyed, Kraal regains his spell-like abilities. See Chapter 1 for the mezzoloth's spells.

Kraal is equipped with a *footman's flail* +3 (which behaves as a normal flail inside the dead magic zone). He is free to move around the cathedral but cannot leave the structure under any circumstances. The PCs will be hard-pressed to defeat Kraal, since magical weapons lose their bonuses in the dead magic zone. He shrugs off the party's attacks and bats the PCs around like paper dolls. PCs unaccompanied by Turia or Dirngrin can bribe Kraal for safe passage, provided the bribe is at least 2,000 gp. The mezzoloth assumes it can use the acquired treasure to buy its freedom. Kraal loathes his current post and resents not being able to participate in the Blood War. The mezzoloth relishes any chance to slay intruders but seldom has the opportunity to do so.

The entrance, like most of the cathedral, is caked with dust and draped in cobwebs. There is nothing worth taking here, apart from the mezzoloth's flail.

2. Prayer Rooms. This corridor is lined with seven curtained alcoves, each containing a prayer bench. Two of the alcoves have secret doors set into their back walls. There is nothing lurking in

the alcoves, although the mezzoloth may use one as a hiding place to wait in ambush.

3. Zactar's Chamber. This cold, vaulted chamber has all the comforts of a sepulchre. Faded draperies hang from the walls and dust covers the floor like a thick gray carpet. The chamber has only three discernable furnishings, both strung with cobwebs. A stone basin occupies the middle of the floor, while a decrepit bed is tucked away in one of the chamber's deep alcoves. A frayed tapestry hangs on one wall, depicting a circular crest with a Z-like symbol.

This was once the bedchamber of Factol Zactar, before his mysterious disappearance. The old bed falls apart if touched, unleashing a cloud of dust which completely fills the alcove. The stone basin is a permanent fixture in the room, built into the floor. It is shaped like a human hand. Time has left cracks in the bottom of the basin, so it can no longer hold water or any other liquid. Factol Zactar once used it as a scrying pool (in conjunction with his *reflecting pool* spell). The basin is not magical.

The tapestry is worthless but depicts the symbol of the Zactar faction. The symbol is identical to Umbra's birthmark (see illustration) but is otherwise unremarkable.

4. Eyarq's Gambit. The heart of the Zactar Cathedral is monstrous and dark. Built to withstand an entire congregation of echoing voices, this vast hall is now filled with mournful silence. Thick pillars rise to support a ceiling lost in darkness. Obscured by the darkness is a wide balcony which looms nearly 50' above the tiled floor.

Roosting on the choir balcony are three sharp-eyed gargoyles. They remain utterly silent until intruders enter the hallowed chamber. The shrieking war-cries of the gargoyles are amplified terribly in the dark emptiness of the hall and are heard only moments before the gargoyles attack.

These gargoyles are not actual guardians and have no loyalty to the Fated or Inimigle for that matter. They enter and leave the cathedral via trap doors in the staircase towers. Like all gargoyles in Sigil, these vile-mannered creatures are servants of the annis, Zaraga. She has given them orders to spy on Inimigle's activities and to keep her apprised of

his schemes. Inimigle tolerates them because they provide an added defense against unwelcome incursion.

If Zaraga learns (through judicious use of her *onyx ball*) that the PCs plan to meet with Inimigle at the cathedral, she sends Eyarq to make sure the gargoyles at the cathedral keep their eyes and ears open. In this case, Eyarq is perched upon the railing with the gargoyles, having entered the cathedral through one of the staircase towers. Ever the opportunist, Eyarq chooses to take matters into his own hands. When he spots Umbra, the margoyle orders the gargoyles to distract the party while he swoops down and snatches up the child. If he grabs hold of the alu-fiend with two or more claws (attack rolls required), Eyarq flies up to the choir balcony, scrambles up the nearest tower staircase, and flutters away with his "catch." (He hopes to use Umbra in some sort of ransom scheme he hasn't yet concocted.) PCs capable of magical flight can pursue Eyarq.

If Eyarq manages to escape with Umbra, the alu-fiend suddenly figures out how to use her *teleport without error* ability and returns to the cathedral's roof. Eyarq, deprived of his prize, finds himself at a loss and returns to The Screaming Tower.

Eyarq (margoyle): INT low; AL CE; AC 2; MV 6, fly 12 (C); HD 6; hp 39; THAC0 15; #AT 6 (4 claws/1 bite/1 horn); Dmg 1d6/1d6/1d6/1d6/2d4/2d4; SD +1 or better weapons to hit; SZ M; ML 13; XP 975; MM/125 (gargoyle, modified).

Chypp, Leerie, and Rockjaws (gargoyles): INT low; AL CE; AC 5; MV 9, fly 15 (C); HD 4 + 4; hp 26, 25, 21; THAC0 15; #AT 3; Dmg 1d3/1d3/1d6/1d4; SA poison (see below); SD +1 or better weapons to hit; SZ M; ML 11; XP 650 (modified); MM/125.

These gargoyles do not attack PCs who are escorted by Turia and Dirngrin but will aggressively attack stray PCs. The gargoyles have barbed metal stingers attached to their pointed tails. Any successful tail attack injects the victim with snake venom (Type D poison). Each stinger holds enough venom for one injection.

5. Alcoves. Four deep alcoves are set into the walls of this 20'-long corridor. The alcoves are all empty, save for dust and cobwebs.

6. Temple of the One True Being.

Set into the floor of this vast chamber are rows of stone benches, while at the far end of the vault stands a life-sized statue of a woman with folded, batlike wings. Her arms are stretched out toward the benches in a gesture meant to command respect. Clutched in the statue's right hand is a translucent gray orb.

For all his might and influence, Factol Zactar was a vain and arrogant creature. He assumed by his own "greatness" that the Being worshiped by his faction would come to Sigil in a similar form—as his female counterpart. Zactar believed that he alone was fit to mate with the One True Being, helping to spread her influence throughout Sigil and beyond. Perhaps it was this folly that placed him at odds with The Lady of Pain. Zactar convinced himself (and his many followers) that the One True Being would assume the material form of an alu-fiend. The statue of the alu-fiend was carved by Zactar himself. (The fact that Zactar believed the One True Being was an alu-fiend has great significance in the climax of the adventure; see "Umbra's Calling" and Chapter 10 for details.)

The statue has a permanent *glyph of warding* placed upon it. Anyone touching the statue (other than Umbra or a Zactar priest) is struck for 12d4 hp of electrical damage (half if a save is successful). The ring-shaped glyph is identical to Umbra's birthmark and is imprinted on the statue's left palm. The glyph is not readily discernable because of the dust, the cobwebs, and the statue's age. To notice the glyph, a PC must state that he or she is looking at the statue's left hand.

The gray glass orb held in the statue's right hand is magical. It cannot be removed without breaking the statue's fingers. However, if the orb is struck for 10 hp damage in a single attack (treat as AC 8) or taken from the cathedral, the orb shatters and the cathedral's dead magic zone is instantly dispelled. The orb can be temporarily deactivated by touching it and speaking the command word, "Zactar." The orb may be reactivated in exactly the same manner. However, only a priest of Zactar can operate the orb in this fashion.

7. Choir Balcony. This 30'-wide, 50'-high balcony is enclosed by a sturdy stone railing. A narrower balcony leads from the main balcony to an unlocked door, beyond which lies area 8. Zaraga's gargoyles are usually perched along the railing, peering down into area 4. They attack anyone who dares set foot on their balcony. (See area 4 for statistics.)

The twin spiral staircases leading to this balcony continue upward another 30' before ending at a pair of trap doors. The trap doors are made of stone and require a Strength of 14 to lift.

8. Temple Balcony. This balcony affords an unparalleled view of the temple below (area 6). A stone railing encloses the balcony.

9. Secret Corridor. This dusty corridor is hidden behind a pair of secret doors. The hall is lit by torches in sconces spaced evenly along the walls. PCs who follow the lighted hall find themselves standing before a heavy wooden door leading to area 10. Burnt into the surface of the door is the symbol of Zactar.

10. The Zactar Portal. Read or paraphrase the following description when the party first enters this room. The text assumes the PCs arrive at night, when the Zactar Portal is active:

You find yourselves standing at the bottom of a great spire. A 10'-diameter pool of greenish light swirls in the middle of the floor, casting its eerie glow upon the walls. Three life-sized statues stand against the far walls, each of them depicting a robed human female. Each statue is adorned with a pair of dull brass bracelets, one on each wrist—six in all.

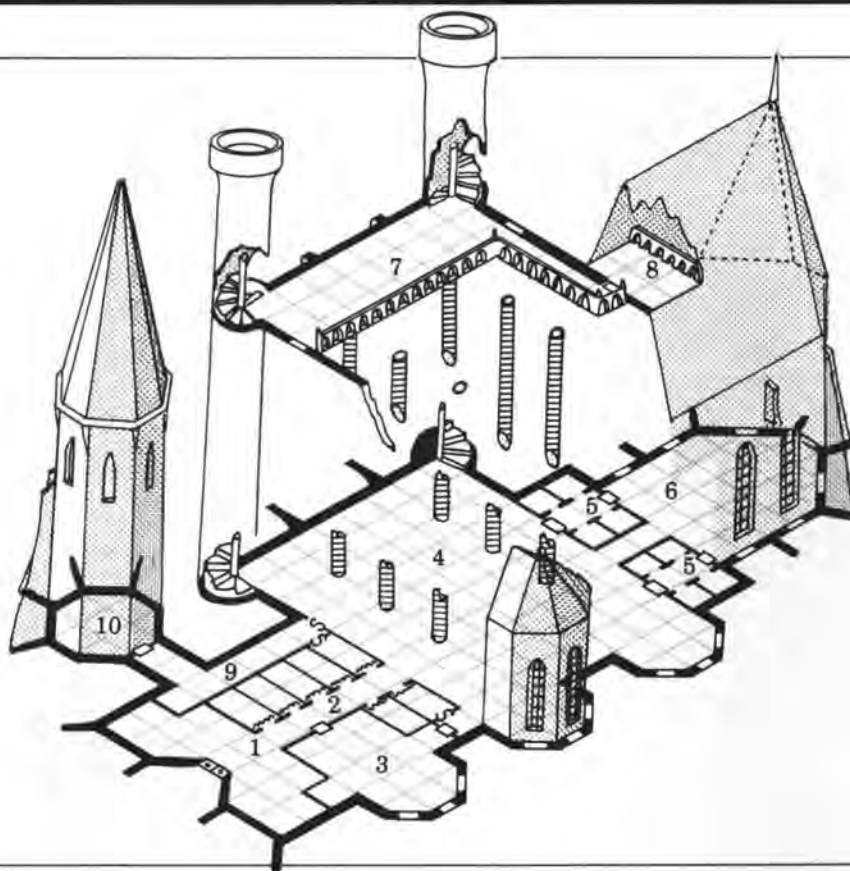
Should the PCs bring Umbra to the cathedral during the day (when the portal is inactive), the alu-fiend discovers that she has the power to open it simply by standing inside the room. As soon as she enters the chamber, the portal springs to life, casting its eerie green glow upon the dark tower walls.

The three statues placed along the walls are very special (albeit non-magical) and are described in more detail below. (See Chapter 10 for details.)

Inimigle is present when the PCs enter. He is trying to appear at ease by

Zactar Cathedral

one square = 10'



leaning casually against one wall, sharpening his nails with a long metal file. If Turia was not sent to meet the PCs at the Black Sail, the tiefling is standing at Inimigle's side. If Dirngrin is present and Inimigle learns of his treachery (see Chapter 8), the yagnoloth is quick to forgive since he may need the cambion's help to deal with disgruntled PCs (see below).

The portal appears as a 1'-deep pool of shimmering green light. Simply stepping into the light is not enough. There are six gate-keys to the Zactar portal. These 9" brass rings hang upon the wrists of the three lifelike statues (two bracelets per statue). One of the gate-keys must be taken into the pool before the portal will activate. As many as six people may stand in the pool and be teleported together. The destination depends on which of the six rings is selected.

Each ring is crafted differently and engraved with a rune signifying a particular plane. A *comprehend languages* spell or the ancient languages proficiency can be used to identify the runes and what they symbolize. The following planes of chaos represent the six possible destinations: the Abyss, Arborea,

the Beastlands, Carceri, the Prime Material plane, and Ysgard. If two or more rings are taken into the portal at once, one destination is chosen at random. Individuals holding the other rings are blown into the Astral Plane and trapped there until they find some means of getting back.

If Umbra is Not Present . . .

If the PCs failed to kidnap Umbra, Inimigle requests a sound explanation. Regardless of the party's excuses, he decides to send them away to avoid incrimination. (To use a colloquialism, he's brushing the PCs under a carpet and leaving them there.) Feigning interest in their well-being, he recommends that the PCs leave Sigil at once before the Harmonium tracks them down; Inimigle even offers to give them the gate-key to the Prime on the condition that they vow never return to Sigil. (Inimigle makes it look like he's covering his backside.) The cunning yagnoloth has used an *improved phantasmal force* spell to alter the appearance of the gate-key to Carceri, making it look like the key to the Prime Material plane. PCs who accept the yagnoloth's friendly

gesture may find themselves in a place they'd rather not be! If Inimigle's deception fails, the yagnoloth and any remaining henchmen attack, seeing no other recourse.

If Umbra is Present . . .

The PCs may not have a chance to use the Zactar portal—not if Inimigle gets his way! If Umbra is present, Inimigle invites the alu-fiend to immerse herself in the portal's green light. Umbra is immediately drawn to the pool's luminescent swirls. If the child steps into the portal, the Zactar prophecy is realized and something spectacular occurs.

If the PCs demand to use the portal before allowing Umbra to come in contact with it, Inimigle honors their request by letting them take whatever gate-key they wish. However, for his own sake, Inimigle requests that the PCs temporarily place Umbra in his care—at least until the Zactar prophecy is fulfilled and Inimigle is set free. Inimigle does not want to risk giving up his only chance for freedom. If the PCs betray him, Inimigle does everything in his power to ensure that Umbra immerses herself in the portal's light!

Chapter 10: Zactar Lives

Read or paraphrase the appropriate description if Umbra steps into the Zactar portal:

The young alu-fiend gazes into the pool of scintillating light. Without fear, she takes three steps forward and immerses herself in the green luminescence. For a brief instant, the entire tower is flooded with a blinding radiance. Then the radiance subsides. The tower is slowly draped in darkness as the portal closes for the last time.

A deep, distant voice echoes throughout the cathedral, calling out the name "Umbra." The alu-fiend stands in the center of the room, surrounded by a pale aura. In her dim light, you see that the statues which once stood against the chamber's walls have turned to flesh! The three robed women step forward and approach the alu-fiend with open arms.

When the portal closes forever, its gate-keys become useless brass rings. PCs who are inside the cathedral but not in the tower will hear the voice (Zactar's voice) resonating throughout the structure. Those who are outside the cathedral will not hear the voice but will see a brief but intense green light emanating from the tower's windows.

The three statues in the portal chamber are actually priestesses of Zactar who were turned to stone so that they might someday greet the One True Being when it arrived. (By stepping into the portal, Umbra has fooled the priestesses into thinking she just arrived, causing them to revert to flesh.) The priestesses are the only remaining members of their faction, and with Umbra's help they are confident that the faction will thrive again.

Kiria, Ivadi, and Jerezin (Zactar priestesses): AL CG; AC 10 (5 with magical vestment spell); MV 12; P7; hp 45, 44, 40; THAC0 16; #AT 1; Dmg by spell or weapon type; W 18; ML 14; robe, *footman's mace* +2, holy symbol. All three clerics have the following spells memorized: *cure light wounds*, *detect evil*, *light*, *remove fear*, *sanctuary*; *augury*, *find traps*, *hold person*, *know alignment*, *withdraw*; *cure blindness* and *deafness*, *magical vestment*, *remove curse*; *cloak of bravery*, *reflecting pool*.

The priestesses attempt to lift the *circlet of magic negation* from Umbra's

head—an easy task if the dead magic zone is still operational. Otherwise, they use a *remove curse* spell. They may use their spare *remove curse* spells to undo the alignment-changing magic of Durkayle's *sphere of law*. (See Chapter 5.) Given an opportunity, one of the priestesses steps forward to explain who they are and why they have returned:

"We are the followers of Zactar. Our faction has waited a long time for the Coming, and now the One True Being walks among us. Zactar's prophecy has come true, and it is the duty of his priesthood to ensure that the Being's every need is fulfilled. We three shall protect her from the perils of the Cage. The cathedral will be her sanctuary until she deems herself fit to depart. We ask that you leave us now. It is the One True Being's will."

The sudden "awakening" of the Zactar priestesses means the Fated's deed to the vacant cathedral is annulled. When the Takers learn of the Zactar faction's return, they'll have no legal alternative but to let the priestesses have their "precious cathedral" back. In time, the Zactar faction may once again rise to prominence in the Cage.

Inimigle Unbound

Kraal the mezzoloth is not released from "guard duty" until a member of the Fated frees him. However, since Inimigle was charged with guarding the portal itself, the yagnoloth is free to depart the cathedral as soon as the portal collapses (and does so using his *teleport* spell). Never one for short good-byes, Inimigle relays the following message just before teleporting away:

"Free at last! Oh, the joy! Oh, what merriment! Let the horns sound and the whistles blow! I am FREE! No longer must I ruminate endlessly in this ghastly sepulchre of a church! I can feel the warmth of Mungoth's crackling fires beckoning me. The gentle smell of sulfur rising from Skarach's Gorge! The taste of charred maggot-meat flaming on a spit! Oh farewell, mortal acquaintances! If you happen to find yourselves stranded in Gehenna, Paradise of the Outer Planes, don't hesitate to stop by for a chat.

"Oh, and try not to look so glum."

PCs relying on the portal to escape the clutches of the night hag Virinis or the Harmonium authorities will doubtless be disappointed by its collapse. However, Inimigle (the kind-hearted fiend) consoles them by saying he has made prior arrangements with Virinis to ensure that the party is not threatened. Once Inimigle is set free, the PCs are not to be harmed! Provided she has not been hurt by the party (see Chapter 3), Virinis is willing to let bygones be bygones and leave the PCs alone. If the PCs have proven themselves to be respectful and honorable, Inimigle relays this sentiment before departing the cathedral. If they have been rude, the yagnoloth leaves the PCs fearing for their lives! As for Durkayle—well, that is something the PCs will have to work out for themselves . . .

Chapter 11: Custody Battle

Neither of Umbra's parents is willing to let the alu-fiend remain in the clutches of the Zactar faction. Tipped off by agents at the Black Sail tavern, Durkayle arrives at the front of the cathedral using his *helm of teleportation*. He is accompanied by his two barghest henchmen, Kras and Scamang, who are mounted atop a pair of kocrachon baatezu. (The barghests need the kocrachon for their *teleport* ability.) Also present is Teslar Phul—a middle-ranked member of the Fated. Teslar, who teleports with Durkayle, was brought along because he has a key to the cathedral and possesses the legal authority to enter the premises. He also has permission (and the rank) to command the cathedral's yugoloth guardians, although Inimigle may have already departed by this time.

If she has not been slain, Karylin the succubus also returns to claim her daughter. Karylin tries to *teleport* inside the cathedral (assuming the cathedral's dead zone has been deactivated) but she waits outside if necessary. She uses her *charm* and *suggestion* spells to win the party's obedience. If her *charms* fail, Karylin withdraws and waits for a chance to snatch Umbra from the clutches of the Zactar priestesses and the preoccupied party.

Durkayle is determined to seize Umbra and those responsible for her abduction. Karylin knows better than to stand in his way, preferring to undermine Durkayle's efforts rather than

oppose him directly. If the two parents ever meet face to face, they begin volleys of insults at one another, giving the PCs more time to plan their strategy or escape.

Kras and Scamang (barghests): INT high; AL LE; AC +1; MV 15; HD 9+9; hp 53, 50; THAC0 11; #AT 2; Dmg 2d4 +9/2d4 +9; SA spells; SD +1 or better weapons to hit, spells; MR 45%; SZ M (7' tall); ML 15; XP 5,000; PLANESCAPE Boxed Set (Monstrous Supplement). Spells usable at will: *shape change* (goblinlike and canine forms only), *levitate*, *misdirection*, *project image*. Spells usable once/day: *charm* (person or monster), *dimension door*, *emotion*.

Bleek'tu and K'zzatak (kocrachon): INT high; AL LE; AC 2 (0 from behind); MV 12, fly 12 (D); HD 6+6; hp 45, 38; THAC0 13; #AT 3 or 2; Dmg 1d6/1d6/2d6 or 1d8/1d8 (weapons); SA cause disease, pain; SD +1 or better weapons to hit; immune to normal cold and heat; typical baatezu immunities; MR 30%; SZ M (5' tall); ML 14; XP 5,000; *Planes of Law* (Monstrous Supplement; baatezu, lesser). Spell-like abilities: *advanced illusion*, *animate dead*, *charm person*, *infravision*, *know alignment* (always active), *suggestion*, *teleport without error*.

Kocrachons are loathsome beetlelike fiends with enameled carapaces, pincer-like claws and long proboscises. They can assume a fairly erect stance to employ weapons with their claws, though these particular creatures have no weapons handy. Three times per day, the kocrachon can transmit a healing fluid through their bites (each bite heals 1d12 hp damage). They use this to heal each other or the barghests. They can also inject a disease-causing fluid, provided they remain fastened to their prey for three rounds. (A successful bend bars roll is required to forcibly remove a kocrachon's serrated proboscis from a wound).

Teslar Phul (human wizard): AL N; AC 4; MV 12; W6; hp 20; THAC0 19; #AT 1; Dmg by spell or weapon type; I 17, C 15; ML 10; XP 2,000; *bracers of defense* AC 6, *ioun stone* (green ellipsoid; absorbs spells up to 8th level, maximum 29 spell levels), *ring of shooting stars*, *ring of protection* +2; Spells memorized: *charm person*, *detect magic*, *read magic*, *unseen servant*; *continual light*, *ESP*, *invisibility*, *knock*; *dispel magic*, *lightning bolt*. Phul's robes are

emblazoned with symbols identifying him as a member of the Fated.

Teslar will allow Durkayle and his henchmen inside the cathedral. If Kraal the mezzoloth is still alive, Teslar commands him to aid Durkayle in his search for Umbra. If the PCs threaten Teslar, the wizard calls upon the mezzoloth to protect him. Unlike the dim-witted Kraal, Inimigle is far too intelligent to let this "spineless fragment of a wizard" order him about. If the yagnoloth is still loitering about the cathedral, he will do nothing to protect Teslar from the party's wrath. In fact, he may even taunt the wizard with idle threats before making his grand disappearance.

A Destiny Fulfilled

As the PCs confront Durkayle and Karylin, Umbra undergoes another startling transformation. (This occurs shortly after the Zactar portal collapses,

once Inimigle has departed.) Another sudden spurt in her growth turns her from a young girl of roughly 8 years to a young yet mature adolescent who looks about 14. The physical acceleration takes 3 rounds and is quite painful, but when the growth spurt is over the alu-fiend is no worse for wear. (The DM should increase Umbra's maximum hit points from 8 to 12.)

Not only does Umbra mature physically, but she also unlocks the last of her latent magical abilities and better understands the circumstances surrounding her. She expresses the desire to meet her parents one last time. The priestesses of Zactar will, of course, oblige if the PCs seem too distracted or unwilling.

Continued on page 70





Steve writes: "My dream in life is to write novels while raising golden retrievers with my wife on a small farm somewhere. Until that happens, I'm going back to university for another degree (you can never have too many letters after your name!)."

"Tulips of the Silver Moon" is an AD&D® adventure for 4–6 non-evil PCs of 5th–7th level (about 30 total levels). Any mix of races and classes is acceptable, although a ranger or another character with tracking proficiency could be of great value, as would be a druid.

Optional rules from the *Complete Fighter's Handbook* (CFH), the *Complete Thief's Handbook* (CTH), the *Complete Wizard's Handbook* (CWH), and the *Tome of Magic* (ToM) are set off in gray boxes like this one. If you do not wish to use these supplements, simply ignore any references to them.

Adventure Background

The Principality of Tangreen is a tiny, relatively obscure land of no strategic value and little political importance. Bordered on three sides by towering mountains and on the fourth by the ocean, it is a difficult destination to reach. What little soil exists in the country is too rocky for growing food crops. However, when sifted to remove the rocks, the rich loam, combined with the pleasant climate, make this region a perfect locale for growing tulips. Indeed, these flowers are the sole export of the tiny nation, and the people are fiercely proud of their horticultural skill. The first bulbs of a new species of tulip have fetched prices as high as 75,000 gp each from larger, more powerful kingdoms. The revenue generated from the sale of these flowers provides food and other supplies to the tiny nation.

That such valuable bulbs have attracted the attention of thieves throughout the land comes as no surprise. More than once in Tangreen's history has a new bulb been stolen and sold to the highest bidder. But apart from these independent fortune-seekers, there are other, more sinister thieves at work.

Competition among tulip-fanciers is fierce. Because the bulbs are self-reproducing, a new breed is valuable only for three to five years. After this time, there are enough bulbs of the species to make it "commonplace." Foreign kingdoms pay for rarity. This pressure to breed new varieties for

TULIPS OF THE SILVER MOON

BY STEVE D. LOKEN

Say it with flowers

Artwork by Steven Schwartz

export is so great that many horticulturists employ spies to gather information on the progress of their colleagues, for success brings much prestige to the individual tulip-breeder. Theft of notes, sabotage of flower beds, and even murder are not uncommon occurrences in the otherwise peaceful realm. In short, the tulip-fanciers of Tangreen are deadly serious about their work.

For the Player Characters

Read or paraphrase the following:

The past three days have been wondrously relaxing for you. Your nights have been spent at cozy roadside inns, where the hospitality of the locals has been truly pleasurable. During the day, the warm spring air has carried the delightful scent of cherry blossoms and wild flowers on gentle breezes. Fields of wild flowers, bright and gay, have created a pleasing backdrop for your leisurely journey. You had heard of the beauty of Tangreen before, but now you are getting to see it for the first time.

The PCs have been traveling through the principality of Tangreen, renowned for its beautiful flowers. Three more days travel should take them out of Tangreen and into the Kolston Range, a series of mountains rumored to be filled with wealth and adventure. In the meantime, however, the peaceful journey through Tangreen should relax the party and allow them to heal any wounds received during previous adventures.

For the Dungeon Master

The recent development of a particularly beautiful new species of tulip has spurred on a series of sinister events in one of the remote estates of Tangreen. Johann van Lydsund, a minor noble and accomplished horticulturist, has succeeded in breeding what he has called the Tulip of the Silver Moon (a silver tulip that is particularly attractive under moonlight). He possesses three bulbs of this new flower, which are sure to earn a total of 100,000 gp on the open market. Unfortunately for Johann, his success has not gone unnoticed.

Otto Otmahn is a physically deformed man, with a hunched back, patchy hair, and sickly yellow skin. Persecuted and tormented for much of his life because of his appearance, Otto has secluded

himself in his foreboding compound in the northwest corner of Tangreen. He is extremely paranoid and fears dealing with people because of the risk of public ridicule. However, he has some wealth, generated by a silver mine he owns in the southern mountains.

Otto has recently fallen in love with Melantha Teyen, the beautiful young daughter of a traveling merchant. She has just turned 19, and Otto feels that he must act quickly before some other man proposes to her. Because of his appearance, Otto feels that his only chance of winning her love is to breed a new flower and then name it after her. He isn't as skilled at breeding flowers as is Johann, so he has turned to other means.

Otto assembled a team of henchman to aid in securing the new flower. These are the only people in the region with whom Otto has had a long-term relationship, and that only because he pays them well for their services.

Otto hired a young thief named Zared to infiltrate Johann's estate. Working as a stable boy, Zared provided reports to Otto concerning the progress of Johann's work. As soon as the new bulb proved viable, Zared informed Otto, who then launched his attack.

With the assistance of Albinus the transmutter, twin halfling thieves named Dram and Pounce, and a swash-buckling human fighter named Magheo, Otto raided Johann's estate late one night. Sneaking in during Zared's watch, the thieves quietly dug up all the tulip bulbs from the garden and stole the ones stored in the greenhouse. Dram, wearing *boots of varied tracks*, left large, barefooted prints behind. He then set off as a decoy to a neighboring farm.

The plan would have been a great success except that the butler awoke early for his turn at watch. Seeing the raiders, he raised the alarm. Unfortunately, it was too dark for the butler to make out any details, or he would surely have recognized Otto's hunched figure.

The attackers then staged a destructive attack, setting fire to the manor house (with a *flaming sphere*), smashing the greenhouse, and causing general mayhem. Their hope was to occupy potential pursuers with the raging fire, and also to make the attack look like the work of brigands who have been harassing the Tangreen area in recent months. As the house went up in

flames, they scattered into the darkness and made their way to a waiting carriage (the servants were too busy fighting the fire to stop the intruders). Thus they made their escape. Magheo made sure to wound Zared slightly to prevent suspicion from falling on him.

Beginning the Adventure

After the party has been traveling north along a lonely country road for about two hours the morning after Otto's attack, read or paraphrase the following:

For about an hour now you have caught faint whiffs of smoke in the still, cool morning air. Now, topping a small rise in the road, you see the source. Thin trails of smoke drift lazily into the sky from the charred remains of a manor house. About half the house has been reduced to ash, and the other half is stained with smoke and water. A small group still works to put out the smoldering remains of the fire, carrying buckets of water from the well to dump inside the house. A few have begun to sift through the ashes, looking for items that may have survived the destruction.

As you continue down the road, you see one of the fire fighters mount a horse and gallop, bareback, toward you. A middle-aged man in a soot-stained nightshirt and breeches waves for you to stop. When he arrives, he addresses your group.

"Your pardon, good sirs. If you could spare a moment while a humble servant catches his breath . . . ah, there. My master, Lord Johann van Lydsund, bade me hail you. A most devastating tragedy has befallen his manor, and he pleads that you aid him in this darkest hour of need. Come, sirs, come. My master will explain everything to you." With that, the man turns and urges his horse to a trot back to the smoldering manor house, turning every few moments to beckon with his arm for you to follow.

The man on horseback is Cheney, Johann van Lydsund's butler. If the PCs do not follow him, he gallops after them again, this time offering gold, just to hear his master out. He uses the most flattering language he can muster to win the PCs over.

Servant Information Table

Use this table to determine the information gleaned from interviewing the servants at Johann's estate. The party must spend considerable effort interviewing the people (at least one hour of interviewing) to discover this information. Even then, the stress of the attack may cause the servants to embellish their stories.

Servant	Roll (d6)	Information
Cheney (butler)	1-4	"I caught a glimpse of a halfling in the shadows." (T)
	5-6	"I don't think this was an act of vandalism. The men were here to steal my master's bulbs." (T)
Olga (maid)	1-4	"One of the attackers was a wolf-man, a huge hunched beast with fangs." (F)
	5-6	"I didn't see anything—I was too frightened to pay attention." (T)
Spere (groundsman)	1-3	"I heard some horses whinnying on the road right before the alarm sounded." (T)
	4-6	"Somebody hit me with a dart. The wound feels like it is on fire." The dart was poisoned. (T)
Liana (cook)	1-4	"I felt the chill of the grave about them. The attackers smelled of Death." She thinks they were undead. (F)
	5-6	"One of the intruders was wearing a red cloak." She has a piece of it to show the PCs; it is from Magheo's scarlet cloak. (T)

As the PCs approach the manor with Cheney in the lead, read the following:

As you draw closer to the charred manor house, a man in a linen over-shirt, leather breeches, and fine riding boots detaches himself from the firefighters and walks up to greet you. As this man stops before you, the rider dismounts and, turning to face you, announces, "My honorable gentlemen, may I present to you Lord van Lydsund, Master Horticulturalist." That said, he jogs off to join the group of firefighters, who have by this point finished their job.

"My humblest apologies to you for interfering with your travels. However, I am in dire need of assistance, which, judging from your appearance, I believe you may be able to provide. It requires quick action, but I am willing to pay well. Come, I will tell you my story."

Johann van Lydsund: AL NG; AC 10; MV 12; F2; hp 13; THAC0 19; #AT 1; Dmg by weapon type; S 15, D 10, C 11, I 15, W 10, Ch 16; ML 10; long sword, dagger.

Johann recounts how, during the small hours of the morning, his estate was attacked by a band of brigands. The villains trampled his gardens, smashed

his greenhouses, and set fire to his home. He is sure that there was a spellcaster involved, for a ball of flame was seen to roll across the side of his house. But these things can be fixed. A worse crime was committed: The thieves stole his tulip bulbs—over 400 of them. Worst of all, they got the three most valuable, the only three existing bulbs of the Tulip of the Silver Moon. These are extremely valuable, and Johann wants them recovered before they are destroyed.

Johann implores the PCs to aid him by tracking down the villains responsible and recovering the three bulbs. He hands over a bag of 250 gp as he makes this request. Although most PCs have difficulty distinguishing the Silver Moon bulbs from normal tulips, a druid can identify them quite readily. They are darker (almost black) and slightly larger than the other bulbs that were stolen. The wizard spell *true seeing*, as well as the priest spell *locate animals or plants*, allows the PCs to know whether they have the correct bulbs. Furthermore, any PC making a successful *herbalism* non-weapon proficiency check can successfully identify the bulbs. Johann can identify them as well.

At this point, the party may now explore the estate grounds for clues and interview the survivors. At some point

during their investigation of the grounds, run "The Representative" (page 52)

A. Burned Manor House.

You see before you the smoldering remains of a stately two-story manor house. Originally L-shaped, one wing has been reduced to a pile of ashes and a charred skeleton of framework. The wing that was not destroyed has suffered severe smoke damage. A group of servants has already begun sifting through the ashes, retrieving what items they can.

This is Johann's country home, where he spends most of his time. The fire, caused by Albinus' *flaming sphere* spell, has destroyed many valuable works of art. However, Johann's horticultural notes were kept in the study in the wing that survived, so not all is lost in his eyes.

B. Stables.

This long brick and wood building is obviously the stables. A half dozen riding horses and two heavy draft horses are kept here. They are very agitated because of the fire and can be heard whinnying and stomping constantly. The building appears to have been untouched during the attack, although the young man tending the horses was not so lucky. A bloodied bandage is wrapped around his head, and he walks with a limp as he examines the steeds.

The young man is Zared, Otto's thief-informant. If interviewed, he says that "a giant of a man" attacked him while he was on watch. Zared "saw" this man run across the fields to the east. He is extremely grateful if the PCs offer to heal him, although he does not demand it.

Zared: AL LE; AC 7; MV 9; T3; hp 10 (12); THAC0 19; #AT 1; Dmg by weapon type; S 11, D 17, C 12, I 9, W 10, Ch 13; PP 75%, OL 30%, FT 5%, MS 45%, HS 35%, DN 15%, CW 90%, RL 0%; backstab ×2; ML 9; XP 175; lasso, knife, staff.

Zared prefers knife throwing to all other forms of combat. When throwing knives, he gains +2 to hit and has two attacks per round. His main job, however, is to report the size and strength of the investigating party to Otto. After the PCs have left the estate, Zared takes a horse and rides to Otto's home to warn him of the PCs.

If he has the opportunity, Zared sabotages one or more of the party's horses (e.g., loosening a shoe, cutting a saddle strap, etc.). Loosening a shoe causes the horse to throw that shoe, possibly (40% chance) causing it to twist its leg and go lame. Cutting a saddle strap gives a 10% chance per turn of riding that the strap breaks. This causes the saddle to slide underneath the horse, dumping the rider for 1d4 hp damage. A character with proficiency in leatherworking can repair this damage.

Once Otto has learned about the PCs (in the evening of the first day of the adventure), he sends a messenger to hire a band of mercenaries to deal with the party. It takes four days for the mercenaries to arrive. On the fifth day of their investigation, if the PCs still haven't found Otto, they are attacked by a band of three fighters and two thieves.

Mercenaries (5): AL NE; F5, F4 ($\times 2$), T6, T4; hp 28, 26, 17, 24, 12; THAC0 16, 17 ($\times 2$), 18, 19; #AT 1; Dmg by weapon; ML 10; long sword, light crossbow, chain mail or short sword, short bow, studded leather; XP 270, 175, 120 ($\times 3$).

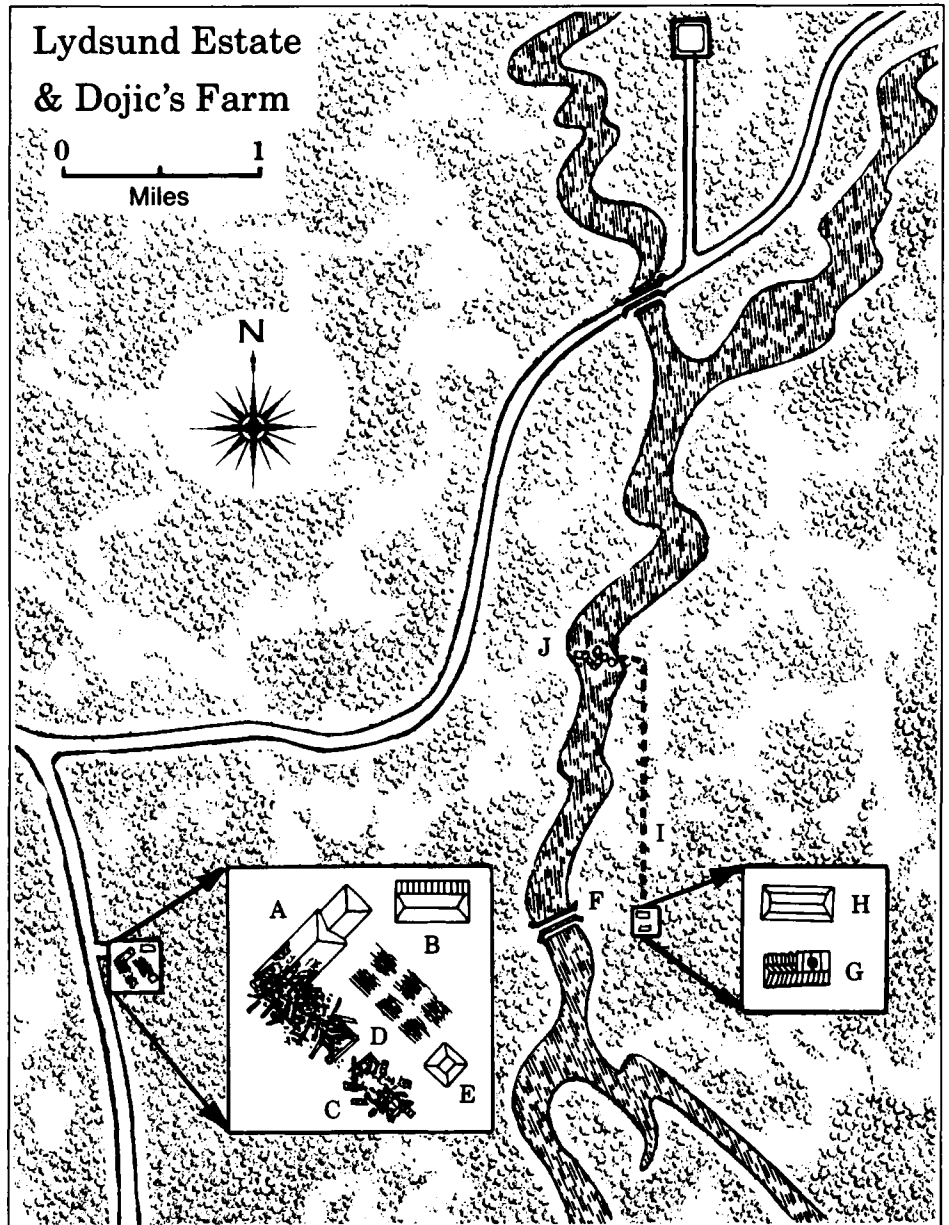
These mercenaries are skilled at laying ambushes, and they use the natural terrain to their best advantage. However, they fight for money, not honor, and they retreat if the fight goes badly.

If the party has finished the adventure by the time the mercenaries arrive, the villains simply keep the advance Otto gave them and return to their base.

C. Shattered Greenhouse.

Thousands of shards of glass litter the ground in this area, the remains of Johann's prized greenhouse. Clay pots lay in shattered ruin, the soil and plants that were their contents scattered across the floor and trampled into destruction. Many sets of different footprints are apparent in the spilled soil.

This is Johann's greenhouse, where he grows many of his plants during the cool winter months. The glass for the house cost him dearly, but it has allowed him to enjoy significant success in horticulture.



D. Flower Beds.

The soft, rich soil of this area looks as if it once was arranged in straight, raised beds. Now, however, it has been dug up and recklessly strewn across the brick walkways. The stone retaining walls that once formed the borders of the raised beds are cracked or toppled in several places. A few broken stems of rose bushes and a handful of tulip stalks are all that remain of whatever plants made

their home in these flower beds. There are many sets of footprints in the loose soil here, as well.

This is Johann's outdoor nursery, where he raised and developed his prized tulips and other flowers. Each of the 20 individual beds had a specific, unique soil composition, which has now been ruined. Despite his stoic bearing, Johann is distraught at the destruction that has been wrought in his home and garden.

It is important to note that nearly all the tulips and bulbs are missing, rather than just destroyed. This was an act of theft, covered by vandalism.

There are five distinct sets of footprints here. One halfling, three booted human-sized, and one apparently barefoot ogre (really Dram wearing his *boots of varied tracks*). This last set leads across the ruined flower beds and into the field to the east. The barefoot tracks are extremely obvious. Any PC can follow them to the stone bridge, although a ranger or PC with the tracking proficiency must make a successful check to follow the trail to Willem Dojic's farm (area G). Of the human prints, one set leads to the toolshed, while the other disappears as soon as it connects with the driveway.

E. Toolshed.

One set of booted tracks leads from the ruined flower beds directly to this large wooden building. The door is shut and latched from the outside, but it is apparently not locked.

If asked, Johann tells the PCs that this is the tool shed, where shovels, sieves, rakes, hoes, and a plow for the fields are kept. The buckets used for fighting the fire were stacked up against the outside wall of this building.

Albinus placed a *firetrap* on this door to hinder and intimidate investigators. A thief has only half his normal find traps chance to discover the *firetrap*. As soon as the door is opened, the trap detonates, causing 1d4 + 8 hp damage within a 5' radius (half damage if save vs. spell is successful).

The Representative.

After the PCs have spent some time surveying the damage to Johann's estate, read the following.

You have been examining the scene and talking to the servants for some time when you hear the approach of a horse. A lone man on a dark horse trots up the lane to the house, surveying the damage with dismay. He dismounts and speaks with Johann for several minutes, showing him some papers. After they have talked, Johann beckons to you.

"This man is Petr Kordula, of the Tangreen Horticultural Society. He

was sent here to examine my new bulb and bring one to the capital for propagation." Johann shakes his head. "There is little chance of that now, I suppose."

Petr, clad in studded leather armor and with a short sword hanging from his belt, addresses you. "I understand you are investigating the scene. What have you found out? When can we begin to pursue the criminals responsible for this heinous act?" The man speaks with an air of authority and command.

Petr listens to the report the PCs give. If they refuse to answer his questions, he produces the letter he showed Johann. It is from the Prince, and it states that the bearer is a representative of the Horticultural Society and should be given any and all aid he requests during the performance of his duties. The letter bears the seal of the royal house.

Unfortunately, Petr is actually an independent thief. He ambushed the true representative and came here to steal the bulbs, which he intends to ransom back to Johann. However, since they have already been stolen, he gladly "aids" the PCs in their search for the stolen bulbs. Indeed, he insists on accompanying the party. If they refuse, he tails them anyway.

Petr: AL LE; AC 3; MV 9; T6, hp 22; THAC0 18; #AT 1; Dmg by weapon type; S 13, D 17, C 12, I 12, W 10, Ch 15; PP 10%, OL 10%, FT 5%, MS 60%, HS 40%, DN 40%, CW 40%, RL 20%; backstab ×3; ML 8; XP 650; *studded leather* +1, *short sword* +2 of *quickness*, dagger (3), four doses of poison (type P injected). The above thieving abilities are modified for Petr's studded leather.

Petr also has a vial of *oil of timelessness*, in which he plans to store one stolen bulb. He intends to destroy the other two to increase the value of the one he has.

If the party misses some of the clues and does not get enough information here to carry on their investigation, they may have to travel south to the village of Hrochy to hear some rumors (see Rumor Table).

F. Stone Bridge.

The unshod ogre tracks have led to a narrow stone bridge crossing the wide, slow moving creek that marks the border of Johann's property. The creek and bridge are in the shadow of the row of elm trees that line both sides of the watercourse for as far as you can see. The deep, cool shade beneath the trees is dark in contrast to the bright and sunny fields of the surrounding countryside. Anything could be waiting in the shadowy gloom.

The trees creak as they shift in the gentle breeze, and the creek often throws out sudden splashing sounds as though someone were approaching through the shallow water. The sounds are all natural, though, and there is little danger here except for a 30% chance of encountering a poisonous snake in the reeds at creekside if a PC diverges from the path to the stone bridge.

Snake, normal poison (1): INT animal; AL N; AC 6; MV 15; HD 2 + 1; hp 9; THAC0 19; #AT 1; Dmg 1; SA poison; SZ S; ML 8; XP 175; MM/320.

Any character bitten must save vs. poison or suffer 3d4 hp damage in 1d6 rounds (no damage if save is successful).

G. Willem Dojic's Farm.

The footprints lead across 20 yards of open field directly to a dilapidated shack. The wood of this structure is so worn and weather-beaten that you find it hard to believe it is actually still standing. An immense elm tree casts a deep gloom over the structure. A huge, humanoid figure sits in a rocking chair in the heavy shadow of the porch.

This run-down building is the property of Willem Dojic, a gigantic human man (7' 2" tall). He is cantankerous, uneducated, and extremely possessive of his small farm. An amateur tulip-fancier himself, he has made many threats against Johann, claiming his neighbor's flowers are ruining his own attempts at breeding because bees bring foreign pollen to his tulips. The truth is much simpler—Willem is a poor gardener. However, his public threats against Johann have made him an ideal dupe.

Dram left his obvious trail of footprints (with his *boots of varied tracks*) straight to Willem's farm. He then dumped a bag of stolen bulbs in his root cellar and stole both pairs of Willem's boots, leaving the man to go barefoot. He then escaped to the north leaving rabbit tracks.

If the PCs approach Willem openly or are seen sneaking around, he threatens them with his heavy crossbow (in very poor condition, -2 penalty to hit), telling them to get off his land. The PCs should notice that he is not wearing boots. Close observation of his feet reveals that, although they are the approximate size of the ogre tracks, they aren't an exact match (Willem is missing the big toe off his right foot). The missing toe causes Willem to limp severely. Any PC making a successful tracking proficiency check realizes he could not have left the trail the party followed. Likewise, anybody noticing the missing toe also realizes the discrepancy between the foot and the tracks. Getting close enough to make this observation may be quite difficult, however. If the party attempts to negotiate with Willem, the DM should use the Encounter Reaction table on page 103 of the DMG to determine Willem's reaction (Willem's inherently distrustful nature gives a +3 penalty to the die roll).

If this encounter leads to combat, it becomes apparent within the first two melee rounds that Willem is not a fighter. After firing his crossbow, Willem snatches up a hoe and swings wildly with it (treat as quarterstaff). If the PCs subdue him and explain what they are looking for, Willem escorts them around his property. The door to his root cellar (on the south wall of his shack) is ajar, with footprints leading right to it. Inside is a small leather sack containing 68 freshly unearthed tulip bulbs (from Johann's garden). There is nothing particularly special about the bulbs, although Johann would love to have them back. Willem has no idea where they came from. If asked directly why he is barefoot, he says, "Some little fellow made off with my boots last night" (Willem saw Dram scampering off into the darkness with his boots).

Willem Dojic: AL CG; AC 9; MV 12; 0-level human; hp 4; THAC0 20; #AT 1; Dmg by weapon type; S 17, D 15, C 12, I 6, W 8, Ch 9; ML 11; heavy crossbow -2, hoe (treat as quarterstaff).

Rumor Table

The DM should use this table to determine what rumors the PCs hear if they travel to the village of Hrocyb. The PCs, being foreigners, likely have to buy a few rounds of ale for everyone in the village pub to hear any of this information. The party should roll a six-sided die once for each hour spent in the pub. Repeated results means no new information arises during that hour.

Roll

(d6) Rumor

- 1 The raid was an inside job—somebody at the estate is a traitor (T).
- 2 Loban Dosyth, a noted horticulturist, stole the bulbs to pay off the vast gambling debts he has accumulated (F).*
- 3 There was no silver tulip—Johann staged the whole incident to cover his failure (F).
- 4 A wizard is living in Otto Otmahn's estate, one who knows how to create magical fire (T).
- 5 There's a couple of sneaky looking halflings living in the compound north of Johann's (T).
- 6 The prince closed the harbors. Whoever took the bulb is probably still in the country (T).

* Note: If the party pursues Loban Dosyth, they are in for a surprise. Loban fears for his life, for he owes 97,000 gp to Xavier Burne, a well-established crime lord in Tangreen. Loban thinks the party is a group of hired thugs come to kill him, and he fights like a cornered wolverine. If the party kills him, Xavier seeks restitution of the debt from the PCs. Xavier is a powerful man, with a wide smuggling network and vast resources. He could prove to be a formidable adversary for the party in later adventures.

Loban Dosyth: AL NE; AC 6; MV 9; F5; hp 32; THAC0 16; #AT 1; Dmg by weapon type; S 16, D 12, C 12, I 14, W 8, Ch 9; ML 10; *scimitar* +1, throwing axe.

H. The Barn.

A second decaying building, apparently a barn, stands directly north of the dilapidated shack. A fetid stench surrounds the building, and the snorting and stamping of an immense animal can be heard from within. A chicken coop is attached to the east side of the building.

The snorting from inside the barn comes from Bax, Willem's auroch. This giant cow (7' horns) is Willem's sole draft animal. She has a heavy brass ring through her nose. Bax cannot stand high-pitched voices. If she hears any (e.g., a halfling or female elf) she is 75% likely to charge (she can easily escape her stall in the barn). Willem can calm the animal, but only if the offending speaker remains silent.

Bax (auroch): INT semi; AL N; AC 7; MV 15; HD 4, hp 20; THAC0 15; #AT 2; Dmg 1-8/1-8; SA charge; SD head is AC3; SZ L; ML 10; MM/243 (buffalo). If charging from a distance of more than 40', Bax inflicts 3d6 hp damage from ramming, plus 1d4 hp trampling damage. She can charge every other round.

I. Rabbit Tracks.

A barren, freshly tilled field lies to the north of Willem's buildings. The soil is slightly damp, and the crops (whatever they may be) have apparently just been planted.

This is Willem's field, and his sole source of income. He has planted beets, oats, wheat, and potatoes in the various sections. It is primarily for his own consumption, although he does sell the surplus. If the PCs search the field, allow each either a chance equal to his locate concealed doors or a tracking proficiency check to spot a set of rabbit tracks. Once spotted, a ranger or druid can automatically tell they are not natural (they run in a straight line to the north for a distance of over 500 yards). A successful animal lore check by any PC with that proficiency also reveals this information. A successful tracking proficiency check must be made to follow these tracks.

These tracks were left by Dram and his *boots of varied tracks* as he fled to the rendezvous with Otto and the raiding party in their escape coach. The tracks lead to the stepping stones.



J. The Stepping Stones.

These tracks have led you once again to the shadowy gloom of the creek. The sounds of rustling leaves and splashing water come from all directions. The path leads to a series of large stones set in the creek, creating a stepping stone bridge across the 20'-wide watercourse.

On the far side of the creek, lying 3' feet from the water's edge, is a young red fox with a dart protruding from its side. It is struggling to get a drink, but it is apparently unable to move.

The trees near the stepping stones are a favorite haunt of a solitary leprechaun named Cuilean Teague. He happened upon the scene just five minutes before the PCs arrive. He was going to help the fox but turned invisible when he heard the party approach.

Dram shot the fox with a hand crossbow last night as he passed this way to rendezvous with the coach. Dram is particularly cruel, and he shot the animal merely because it was there. If the PCs tend the fox's wounds, Cuilean

makes himself visible and talks with any halflings, gnomes, or elves in the party. He does not know who shot the fox, but was nearby last night and saw a halfling get into a large black coach, which then traveled northeast along the road. There was a silver crest—he couldn't make out exactly what—on the side of the coach. This is all he can offer for information. He then takes the fox into his care, but not before performing a comical illusion to startle the party and to distract them while he leaves (ranging from having several salmon leap from the river and perform a short ballet in the air to having a giant beaver swim down the river asking the party if they've seen any aspen trees nearby).

If the party does not aid the fox, Cuilean takes an instant dislike to them and attempts to steal a valuable magical item. He also spreads word to his clan, creating instant enemies for the party in their future adventures.

Cuilean Teague (leprechaun): INT exceptional; AL N; AC 8; MV 15; hp 4; THACO 20; #AT 0; Dmg nil; SA illusions; SD invisibility, ventriloquism, never surprised; MR 80%; SZ T; ML 11; XP 270; MM/220.

Fox: INT animal; AL N; AC 7; MV 15; HD 1; hp 1 (4); THACO 20; #AT 1; Dmg 1-3; SZ S; ML 5; MM/244.

If the PCs do not discover the rabbit tracks and do not get any information from Cuilean Teague, they must employ other means of gathering information. Johann can provide a list of four tulip-fanciers who have been openly competitive with him in the past (Otto Otmahn is one of them). Furthermore, if the PCs travel to Hrocby, a small village four miles to the south, they may be able to glean some information from the rumor mongers.

If the players are still bogged down and have few leads after visiting the village, it may be necessary to have Petr provide a hint to get them traveling in the right direction (e.g., Petr could suggest visiting nearby tulip-fanciers, to see if any of them have heard any rumors). However, it is important not to let too much advice come from this NPC—the players should be able to find and decipher the clues themselves.

The Compound

Otto's home is a small walled compound atop an artificial hill. He lives here with Albinus the transmuter (whose research Otto funds), Dram and Pounce (who seek refuge here from the law), and Magheo (whom Otto pays well to provide security). In addition, there are three guards, a cook, a housekeeper, and the carriage driver.

A murky 15'-wide moat surrounds the hill. The edge of the hill bordering the moat slopes at a 45° angle and is covered with poison oak, stinging nettles, and tanglefoot (a low-growing, extremely strong vine covered with mildly poisonous, inch-long thorns). Traveling through this mess of plants slows a character's movement to half his normal rate and gives an 80% chance of tripping and landing in the poisonous plants. The resulting itching lowers Dexterity by two points for 3d4 hours, and causes a character to fight with a +1 penalty to hit. The slope rises approximately 30' above the moat before the hill levels off into a plateau, upon which rests Otto's home, gardens, and hedgemaze. Access to the top of the hill is through an underground level built within the hill.

1. Doorbell.

The narrow dirt avenue has led you to a small, odd-looking hill, surrounded by a 15' wide moat. A tangle of various weeds and thorny vines covers the slope rising from the moat's edge. A small stone-walled castle sits atop the hill. The road stops at the edge of the moat, next to a large brass bell suspended from a stout pole. A double-headed vulture has been engraved on the bell. A brick gatehouse with a heavy wooden drawbridge thrusts out of the hill at the water's edge. The murky water of the moat does not seem very deep. The drawbridge is raised.

The moat varies between 5' and 15' deep. Two dangers lurk beneath the surface, however. To begin with, the water is infested with leeches. Any PC entering the water is subject to attack by a leech swarm.

Leech swarm (2): INT non; AL N; AC 10; MV swim 1; HD special; THAC0 NA; #AT 1; Dmg 1-10; SA blood drain; SZ L; ML 5; XP 15; MM/219.

There are enough leeches in the water to attack two characters. Characters attacked by the swarm suffer 1-10 hp damage to blood loss each round automatically. The swarm can be dispersed by an area effect spell causing more than 10 hp damage.

In addition to the leech swarm, a lone giant catfish makes its home in this murky water. It arrives in 1-2 rounds after a character enters the water.

Catfish, giant: INT non; AL N; AC 7; MV swim 18; HD 7, hp 31; THAC0 13; #AT 1; Dmg 3-12; SZ L; ML 9; XP 2,000; MM/117.

If the PCs ring the bell, the guards from area B7 come to answer it. They speak to the party through an arrow slit built beside the drawbridge. The guards have orders not to let anyone in without checking with Magheo first (however, a *command* or *suggestion* could overcome this hindrance). However, the bell can be heard in the estate up top as well. Magheo investigates in five minutes if he has not received a report from the guards within that time.

The PCs can try negotiating their entrance into the compound. Magheo lets a maximum of two people in if they leave their weapons outside and can provide a reasonable excuse for needing

to enter. Magheo uses the cargo lift to take the PCs to the surface levels, rather than through the secret door. The guards have strict orders not to open the gate for the other party members.

2. Drawbridge.

Across the moat you see a stout wooden drawbridge, raised and secured by two heavy ropes emerging from the brick gatehouse. There is an arrow slit to the right of the drawbridge, although nobody appears to be looking through it at the moment.

Directly below the drawbridge on the left side you can see the top of an iron grate sticking out of the murky water. If it covers a tunnel, it would appear to lead straight into the hill.

After passing the dangers of the moat, a thief could climb the drawbridge and cut the ropes that secure it in two rounds (one round per rope). These ropes are secured to the top of the raised drawbridge and enter the hill through 6"-wide holes just above the bridge. This door is never guarded unless it is lowered. The sound of the bridge crashing open after the ropes are severed attracts the attention of the guards in the guardroom (area 7).

The drawbridge could also be burned open, although this would be a long process with normal fire. A *fireball* or *lightning bolt* would destroy the bridge in a single round.

The iron grate in the moat connects a tunnel to a trap door (area 4) where the muck from the stalls is dumped. A successful bend bars roll is needed to dislodge the grate. There is a 65% chance that the guards hear the noise from this and investigate, unless they are occupied by some distraction. This tunnel is 4' high and 4' wide, and slopes upwards slightly. At the iron grate end the water is 3½' deep, while at the trap door end the water is only 2' deep. The water, however, is filled with the muck from the horse stalls, and it is quite thick with dung at the trap door end. Although the trap door is not locked, a successful open doors roll is needed to dislodge it. This also gives the guards a 50% chance of hearing it being opened. The muck in this tunnel is home to a swarm of rot grubs.

Rot grubs (9): INT non; AL N; AC 9; MV 1, burrow 0; HD 1 hp; THAC0 nil; #AT 0; Dmg 0; SA burrow; SZ T; ML 5; XP 15; MM/364.

3. Winch. This immense winch system is used to raise and lower the drawbridge. It is designed to be used by one person. An arrow slit provides a view of any visitors awaiting entry. A short bow and a quiver of a dozen arrows are leaning against the wall here.

4. Carriage House.

Entering via the drawbridge, you find yourselves in a massive, stone-walled room. Heavy wooden timbers support the ceiling. A large black coach sits idle against the east wall. The snorting and shifting of horses can be heard from the three stalls that have been constructed on the west wall. An iron-bound wooden trap door is visible in the center of the floor. Various doors and passages lead out of this room, into the body of the island. You cannot see any stairs leading to the upper surface.

The stalls contain two good quality heavy draft horses and one light warhorse. The carriage is well made and can seat six humans comfortably, plus the driver. It is emblazoned with a silver, double-headed vulture. The door is unlocked.

If the PCs force their way into this area, the carriage-driver/groom hides in the northernmost horse stall. A vicious and sinister man named Haroun, he attacks only when the guards arrive from area 7, or if the PCs discover him hiding. However, he is a coward, and the moment he receives a wound of more than 2 hp, he flees the area.

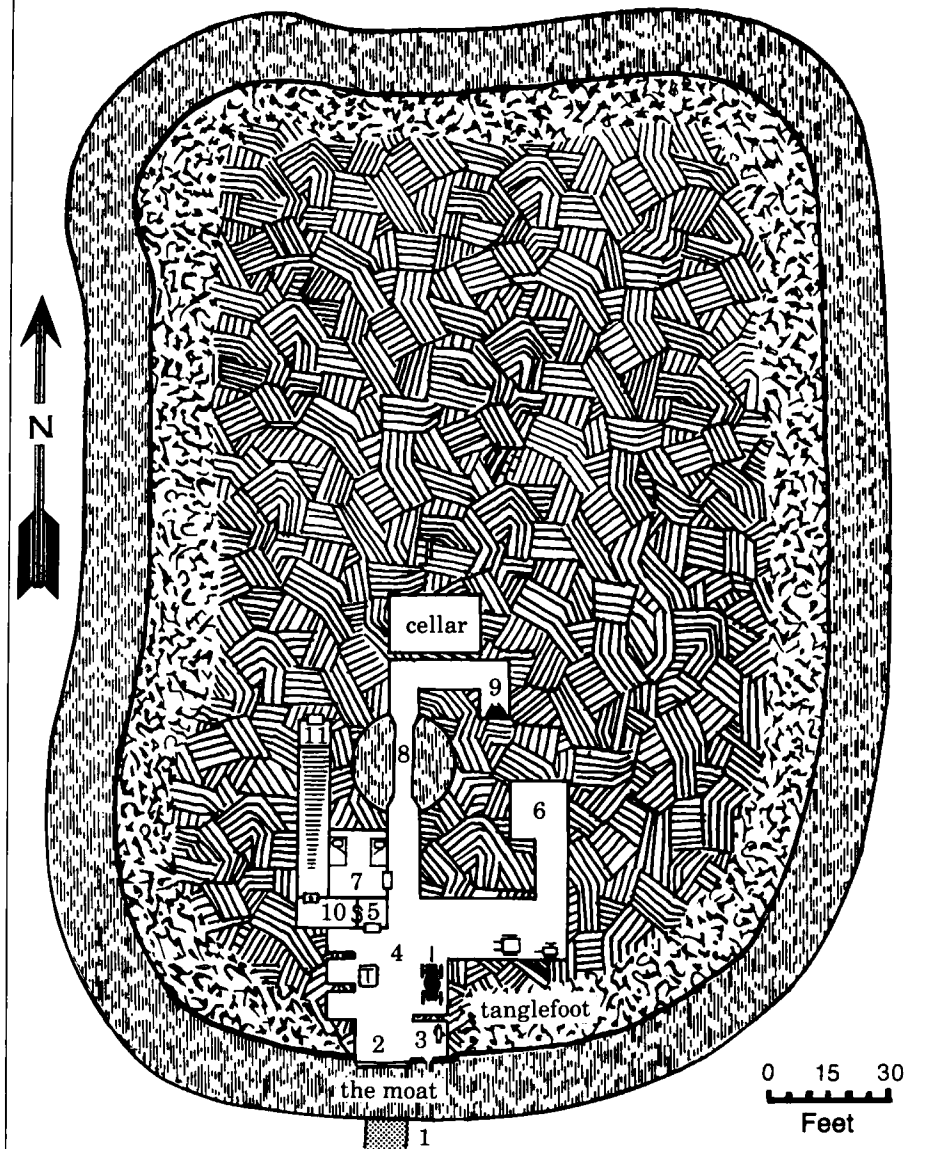
Haroun: AL LE; AC 7; MV 9; F1, hp 6; THAC0 19 (spec); #AT 3/2; Dmg by weapon type; S 15, D 12, C 14, I 12, W 9, Ch 9; ML 7; XP 65; whip (specialized), dagger, studded leather.

5. Cloakroom.

This small room is dank with the smell of damp clothing. A variety of boots, cloaks, and oilskins occupy the floor or pegs on the walls.

On the west wall is a secret door that allows access to the upper areas of the compound. However, since Otto and his cohorts rarely leave the hill, there is little indication of any traffic passing through here. Normal rolls are required to locate the secret door.

The Compound Lower Level



6. Cargo Lift.

Two handcarts are lined up against the southern wall of the passageway, which eventually leads to a 20'-square room. A braided, red silk rope runs up one wall, all 30' up to the ceiling, where it disappears through a narrow hole. An 8'-wide hole in the ceiling is partially blocked by a large wooden crate suspended from heavy leather straps.

The handcarts are used to move heavy goods from the carriage to the cargo lift,

which in turn is used to transport them to the upper levels. The braided rope is a bell-pull used to signal when the lift is loaded and ready. If the party pulls it, Magheo and the others are alerted to the intruders' location (they are not expecting any supplies at the moment). When not in use, the lift is stored at the upper level to avoid intrusion. The walls of this room should be considered "smooth, cracked" for the purposes of climbing (see PHB, page 163).

7. Guardroom.

This small room contains two beds and a simple table with two chairs. There is a small wooden chest at the foot of each bed. A heavy brass gong hangs from a rack on the north wall.

If the PCs manage to sneak in here, the door to the room is ajar, and there are two guards inside. If the PCs entered by breaching the drawbridge, the guards sound the gong before engaging the intruders. Otto doesn't expect an overt attack, so his guards are not top quality. The chests each contain clothing and a small pouch, one with 14 sp and 32 cp, the other with 1 gp, 5 sp, and 11 cp.

Guards (2): AL NE; AC 6; MV 9; F2, hp 13, 11; THAC0 19; #AT 1; Dmg by weapon type; SZ M; ML 10; XP 35 each; spear, footman's mace, scale mail.

Sounding the gong alerts the upstairs inhabitants of an invasion (it had never been used until the PCs arrive).

8. Water Trap.

The passage walls quickly widen to form a roughly circular room filled with water. The walls are of well made masonry, and are very smooth. A 5'-wide wooden walkway crosses this water and reforms into a normal passageway.

This pool of water is the main defense of the lower level of the complex. Otto spent a great deal of money to purchase a water weird, which lives in this pool. It senses the party only when a PC is within 10' of the water.

Water weird: INT very; AL CE; AC 4; MV 12; HD 3 + 3, hp 19; THAC0 15; #AT 1; Dmg special; SA drowning; SZ L; ML 13; XP 420; MM/104.

Because the water weird takes two rounds to assume its serpentine form, the party could pass by without mishap. However, since the passage ahead ends in a dead-end, the water weird is formed and waiting for them upon their return. Characters hit by the water weird (which attacks as a 6 HD monster) must make a saving throw vs. paralyzation or be pulled into the water. Each round spent in the water requires another saving throw—failure indicates death by drowning for the PC.

9. Ladder to Nowhere.

After making an abrupt turn, the passageway ends at a ladder of iron rungs set into the stonework wall. It rises 30' to the ceiling, ending at a heavy wooden trap door, which apparently opens downward.

This is the last trap on this level. The section of ladder from 25' to 30' above the floor is set in a loose piece of stone. Any PC (except a gnome, since gnomes are too light) climbing the ladder and grabbing onto this section pulls it free. A thief searching for traps has his normal chance to detect this trap. Dwarves and gnomes also have their natural racial abilities to detect the stonework trap if they are climbing the ladder.

The character climbing the ladder must make a successful Dexterity check or fall to the floor (suffering 2d6 hp). A successful check indicates the PC is able to grab onto a rung beneath the loose section and avoid being hit by the falling debris. The falling stone block hits any character standing directly below the ladder causing 2d8 hp damage (Dexterity ability check for half damage by dodging most of the impact). The trap door in the ceiling is fake, opening to reveal only solid stone above it. This stone is three feet thick. If the party attempts to break through it somehow (e.g., *Bigby's hand* spells) it should be considered soft stone (see Table 52 on page 76 of the DMG). Breaking through puts the party directly between the doors of areas 15 and 19 but attracts the attention of everyone in the compound.

10. Trapped Door.

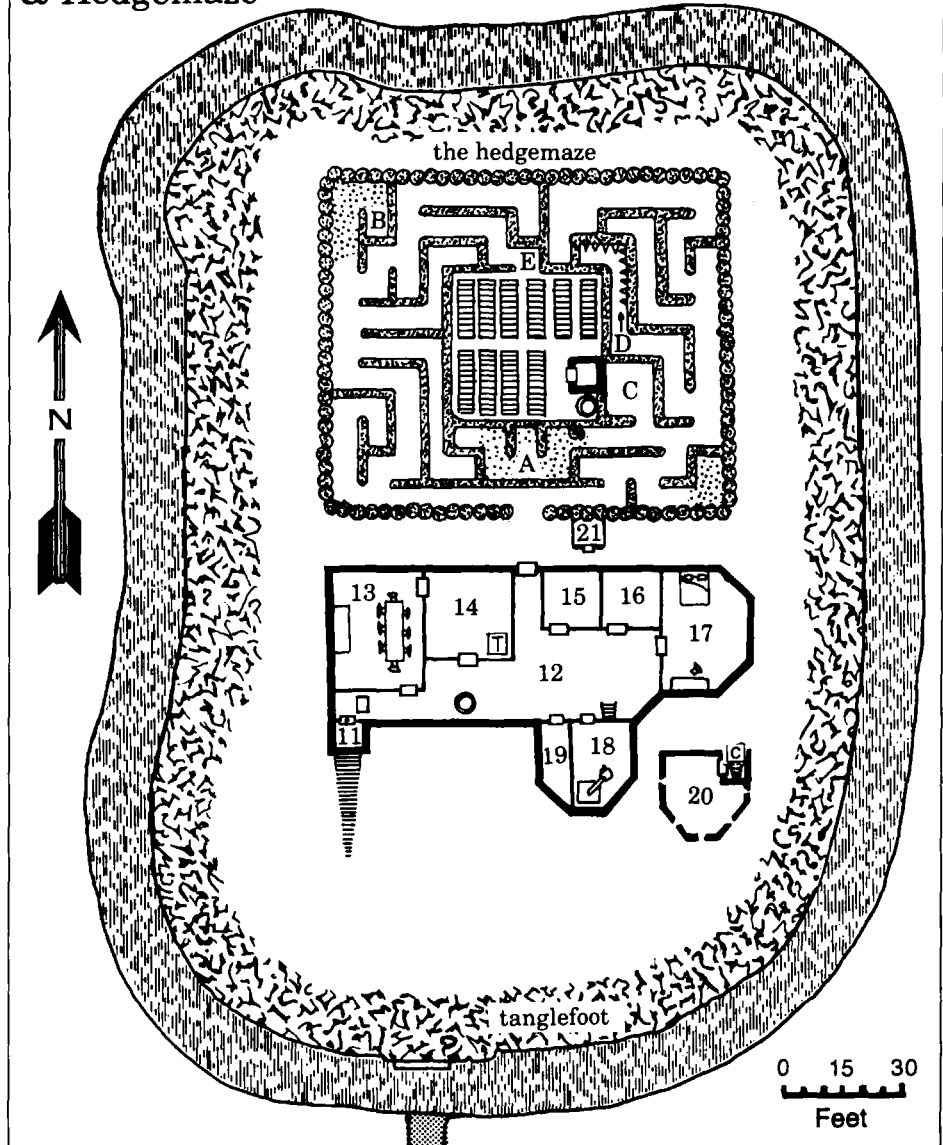
This heavy, iron-bound oak door has a stout lock on it. Obviously, it is meant to protect something very valuable.

This door, immediately after the secret door, has been *fire trapped* by Albinus. Only he, Otto, and Magheo can open it safely. A thief has only half his normal find traps check to notice it. When the door is opened, the trap is detonated, causing 1d4 + 8 hp damage to anyone standing within a 5' radius.

11. Archer's Door.

The long, narrow staircase ascends some 30' feet before ending abruptly at a stout, defensive door. The lower

The Compound Upper Level & Hedgemaze



half of this door is solid iron, the upper half vertical iron bars. The dim outline of a man can be seen behind the doors. The staircase is illuminated by two small oil lamps mounted on the west wall.

The man is Ruskin, a lone guard armed with a light crossbow. As soon as the alarm is sounded, he readies his weapon. When the PCs first enter the staircase, he commences firing. The door provides him with 50% cover (AC and saving throws improved by 4; see PHB, page 132 for full rules governing cover).

Ruskin: AL NE; AC 5; MV 9; F2; hp 13; THAC0 19; #AT 1; Dmg by weapon type; ML 10; XP 65; light crossbow, 20 bolts, warhammer, chain mail.

This guard has the key to unlock the iron door (from his side) tucked into his belt pouch.

If the party manages to subdue Ruskin without killing him, they can question him. He knows who is in the compound and can provide a rough description of it, although he knows nothing of the layout for the hedgemaze, nor any of its dangers.

Upper Level

12. The Courtyard. The guardroom door opens to reveal the courtyard of Otto's castle. Numerous doors lead into various rooms of the compound. The outer walls of the castle are about 25' high, while many of the rooms are only about 15' high.

If Otto and his henchmen have been alerted, the courtyard is empty. If the party managed to sneak in without detection, the cook is drawing water from the well. Maureen is 42 years old and quite loyal to her employer. She screams when she sees the party.

Maureen: AL LN; AC 10; MV 12; 0-level human, hp 3; THAC0 20; #AT 1; Dmg by weapon type; S 9, D 12, C 10, I 8, W 12, Ch 11; ML 7; unarmed.

If questioned, Maureen knows little about the people living here. She dislikes Dram and Pounce and can never tell which is which. She knows nothing about the layout of the hedgemaze or its occupants, although she does think that Otto is in the garden.

13. Grand Hall.

The dominant feature of this room is an immense stone fireplace. There must be at least two tons of onyx decorating the wall and hearth surrounding the fireplace. At least two dozen books line the mantelpiece above the fireplace. A variety of chairs and cushions are arranged around the fireplace, while a dark, heavy dining table occupies the center of the room. Numerous garish rugs litter the floor, and heavy, intricately worked tapestries hang from the walls. A single door is located on the east wall.

This hall is the main eating and relaxation area for Otto and his cohorts. The table is set for five people, although it is large enough to seat eight.

Pounce, one of the halfling thieves, is hiding under the dinner table (if he has been alerted to the party's presence within the compound). The huge linen tablecloth hides him from casual observation. In combat, he ambushes people and flees, avoiding direct fighting as much as possible.

Pounce: AL CN; AC 4; MV 6; T5; hp 23; THAC0 18; #AT 1; Dmg by weapon type; S 11, D 17, C 13, I 16, W 12, Ch 11; ML 10; XP 650; PP 30%, OL 75%, FT 45%, MS 50%, HS 30%, DN 40%;

CW 80%, RL 5%; backstab $\times 3$; darts +1 (4), dagger +2, leather armor +1, potion of *fire breath*, one 4-ounce jar of *sovereign glue*.

Pounce has both the juggling and tumbling non-weapon proficiencies, which he uses to his advantage in combat. If a fight goes poorly for him, Pounce drinks his potion of *fire breath* then surrenders. When he is within range, he breathes fire on his opponents and then flees. He is also quite fond of gluing people to the floor with his *sovereign glue*, if the opportunity presents itself.

If you are using the CTH, Pounce is a member of the burglar kit. His abilities are adjusted as follows: PP 25%, OL 80%, CW 85%, RL 0%. Furthermore, Pounce's dagger +2 becomes a dagger of *sounding*.

14. Kitchen.

This square room is dominated by counters, racks of pots and pans, two fireplaces, and several stone ovens. The clutter and hanging racks make it difficult to tell if anyone is in here or not, and the stifling heat from the ovens is quite oppressive.

At the moment the kitchen is empty. A trap door in the southeast corner leads to the cellar, which measures 20' $\times$ 30'. There are several wine racks, kegs of ale and stout, bags of vegetables, barrels of pickles, and wheels of cheese. The ceiling is only 5' high.

Dram is hiding in here, waiting to hear where the party is going. His small stature makes him naturally suited to this environment, and he uses the clutter to his advantage in combat. This tactic gives him a 20% bonus to his hide in shadows attempts, plus it provides him with 25% cover (AC improves by 2). The cover bonus applies to all halflings, dwarves, and gnomes fighting in here, but it is not sufficient to aid elves or humans. If the party bypasses him, he stalks them throughout the compound, using every ability he has. He attacks only single characters, either scouts or stragglers.

Dram: AL CE; AC 8; MV 6; T5; hp 27; THAC0 18; #AT 1; Dmg by weapon type; S 13, D 16, C 15, I 12, W 14, Ch 8; ML 11; XP 650; PP 75%; OL 20%, FT 10%, MS 85%, HIS 60%, DN 40%, CW 60%, RL 10%; backstab $\times 3$; short

sword +2, hand crossbow w/ 12 darts, boots of *varied tracks*, potion of *speed*.

If you are using the CTH, Dram is an assassin. His abilities are adjusted as follows: FT 15%, RL 5%. Furthermore, his *short sword* +2 becomes a *short sword of backstabbing*, allowing him to backstab as a ninth level thief (THAC0 16, backstab $\times 4$).

15. Dram and Pounce's Quarters.

Two small beds and diminutive furniture occupy this seemingly large room. An assortment of brightly colored balls, handkerchiefs, and hats are scattered haphazardly around the room. A small chest sits on the single, tiny table.

Dram and Pounce are boisterous practical jokers, although somewhat malevolent. Many of the items are for juggling or entertaining. The chest is unlocked. However, when opened, it acts like a fiendish jack-in-the-box. The person who opens it (provided he is standing in front of it) is hit with a spring-loaded lead weight, causing 1d6 hp damage. The box is otherwise empty, as the two halflings keep their valuables in their mattresses. One bed holds 14 gp, 29 sp, 13 cp, and a pearl worth 75 gp. The other holds 6 pp, 19 sp, 32 cp, and an ivory whistle worth 25 gp.

16. Albinus' Quarters.

This stark and severe room has a plain single cot, a desk, and a table covered with various flasks and papers. A heavy wooden chest sits at the foot of the cot.

The flasks on the table contain a variety of liquids that Albinus uses in his magical research. All 27 are unlabelled, although their shapes and colors allow Albinus to tell them apart. Most are normal and non-magical, although there is one vial of poison (type K contact) and a potion of *rainbow hues*. Albinus keeps his spellbooks (in the form of five large scrolls, each attached to finely engraved bone spools) in the chest, which is locked and *fire trapped*. Each scroll is also protected by a *sepia snake sigil*. The scrolls contain the following spells: *armor*, *burning hands*, *color spray*, *detect magic*, *feather fall*, *grease*, *magic missile*, *read magic*,

unseen servant; blur, darkness 15' radius, deep pockets, flaming sphere, forget, irritation, shatter, strength, web; delude, haste, illusionary script, Melf's minute meteors, sepia snake sigil, slow, wraithform; firetrap, plant growth, shout, solid fog.

If you are using the CWH, Albinus is an Academician. He gets a +1 bonus to Intelligence and Wisdom checks, and his spell scrolls are modified as follows: *grease* becomes *chromatic orb*, *web* becomes *ice knife*, and *wraithform* becomes *snapping teeth*.

Furthermore, if you are using the ToM, the scrolls are modified as follows: *color spray* becomes *fireburst*, *darkness 15' radius* becomes *Maximilian's earthen grasp*, and *illusionary script* becomes *far reaching I*.

17. Otto's Quarters.

The door opens to reveal a spacious suite, split into a sleeping area and a den. The sleeping area is dominated by a luxurious four-poster bed, beside which is an ornately carved wardrobe. The "den" has a desk, fireplace, bookshelves, and chest of drawers.

The wardrobe contains only normal clothing. A *dagger +1* is hidden beneath one of the pillows, and there is a small iron chest beneath the bed itself. The chest is locked and trapped with a poison needle (type O injected). It contains 103 gp, 44 sp, 36 cp, and two emeralds worth 50 gp each.

The bookshelves are filled with books on horticulture, ranging in scope from *The Hazards of the Root Weevil* to *Carnivorous Plants of the Ungar Hills*. There are 38 manuscripts in total, each having a value of 1d4 × 10 gp, with two exceptions. *Vegetum Lorus* is an ancient illuminated manuscript filled with beautiful artwork and script describing the flora of this region; it is worth 340 gp. The second book is a small, tattered book with no title and written in a scrawling elvish hand (in the elvish language, as well). It is a handbook of herbalism, which if studied for at least two months, can provide a PC with the herbalism nonweapon proficiency (provided he has a slot available). This book is worth 265 gp.

The chest of drawers contains dried and pressed plant specimens from all over the world, all labelled with name and location of collection. The complete set is worth about 750 gp to the right buyer. However, there are over 1,000 specimens in this chest and it weighs nearly 500 pounds.

18. Lift Room.

A large windlass holds an open crate above an eight-foot-wide hole cut in the floor of this room. A braided red silk rope descends from a small brass bell through a small hole in the floor.

This is the cargo lift. The windlass is designed to be used by one person and can support a maximum weight of 650 pounds.

19. Servants' Quarters.

This long narrow room contains two beds and two small wardrobes. Two middle-aged women are hiding in the far corner.

This is the servants' quarters, where Maureen the cook and Danica the housekeeper live. There is nothing of value here. Both women are fiercely loyal to Otto and do not betray any information regarding him or his estate to the party, unless they are *charmed*. Even so, they have an exaggerated belief of Otto's prowess, Magheo's ability with the sword, and Albinus' spellcasting capability. The women reveal what they believe to be the truth, giving the party the idea that they are facing the noblest gentleman, an undefeated swordsman of legendary prowess, and a dark mage capable of killing with a single word. They do, however, know much about the layout of the compound, including what items are trapped and should not be touched for cleaning.

Danica: AL LN; AC 10; MV 9; HD 0-level human, hp 3; THAC0 20; #AT 1; Dmg by weapon; S 9, D 8, C 10, I 5, W 11, Ch 17; SZ M; ML 12; unarmed.

20. Magheo's Quarters.

This is a well decorated yet not ostentatious sleeping chamber. A simple yet comfortable-looking bed, functional armoire, a chair with ottoman, and small writing desk are

the obvious furnishings. A single, formal portrait of a beautiful woman is the only piece of art decorating the walls. A ladder leads through a trap door in the ceiling.

Magheo keeps a normal dagger under the pillow. A small iron chest lies under the bed. The chest is locked but not trapped, and contains 5 pp, 35 gp, 12 sp, 44 cp, and one ruby worth 150 gp. The armoire holds normal, durable yet flamboyant clothing.

The trap door in the ceiling leads to the roof of this tower. The crenellated wall offers protection to Magheo while surveying the surrounding land. This is also where Magheo keeps Dormac, his trained firedrake. Dormac is a loyal pet whose job is to keep away all flying pests, from birds that might damage Otto's garden to flying adventurers seeking entrance. He does not attack nonflying creatures unless they are in combat with Magheo.

Dormac (firedrake): INT semi; AL N; AC 5; MV 6, fly 18; HD 4, hp 22; THAC0 17; #AT 1; Dmg 2-8; SA breath weapon; SZ S; ML 9; XP 420; MM/90.

Dormac can attack five times per day with his breath weapon (60' range, 10' diameter circle at far end, 2-16 hp damage). He does not hesitate to attack anything flying over the compound (except perhaps a dragon).

21. Outhouse. This small stone structure is a two-hole outhouse.

The Maze

This hedgemaze is the site of the final conflict between the PCs and Otto. The outer wall of the maze is dense cedar hedging towering over 30' in height. It and all the other walls are also interwoven with stout tangletorn, a decorative but highly resilient vine. It is nonpoisonous, but extremely tough and resistant to fire. A man-sized hole can be cut in it only by inflicting 25 hp damage with edged weapons. It takes three flasks of oil to burn a man-sized opening through it (magical fire and lightning also work). Anyone trying to crawl through it without cutting a hole becomes entangled and suffers 1d3 hp damage per round if struggling to break free. Once entangled, a victim needs outside assistance to break loose. Finally, there are several areas in the maze where the tangletorn has inter-

twined to form a canopy 25' above the ground (shaded areas on the map). These areas are in dark shadow equivalent to twilight. Further hazards within the maze are detailed below.

A. Giant Ticks. The overgrown canopy in this area is home to three giant ticks. They drop from the vine onto PCs walking beneath them.

Ticks, giant (3): INT animal; AL N; AC 3; MV 3; HD 3, hp 16, 15, 9; THAC0 17; #AT 1; Dmg 1d4; SA blood drain, disease; SZ S; ML 9; XP 65 each; MM/204 (insect).

B. Skunk Lair. A single male skunk makes his home in this overgrown grotto within the maze. He does not spray unless two or more PCs come within 8' of his lair in the southwest corner.

Skunk: INT animal; AL N; AC 8; MV 12; HD 1/4, hp 2; THAC0 20; #AT 1; Dmg 1; SA musk; SZ S; ML 5; XP 35; MM/241 (mammal).

C. Thornslinger. This small clearing is occupied by a thornslinger, a low, spidery, white carnivorous plant. As soon as the PCs can see this plant, they are within range of its thorns. Otto put this plant here to keep rodents away from his prized plants.

Thornslinger: INT non; AL N; AC 8; MV 0; HD 4, hp 23; THAC0 nil; #AT 1 volley; Dmg 2d4; SA dew; SZ M; ML 10; XP 270; MM/291 (plant, dangerous).

D. Chokecreeper. Interwoven with the tanglethorn that forms the wall of this area is a 40' long chokecreeper. This carnivorous plant attacks any PCs that pass within 10' of it.

Chokecreeper: INT non; AL N; AC 6/5; MV 1/2; HD 25, hp 50 + 4 per branch (16 branches); THAC0 7; #AT up to 24; Dmg 1d4; SA strangling; SZ G; ML 14; XP 18,000; MM/291 (plant, dangerous).

E. Prize Garden.

An abrupt turn brings you into a large clearing, filled with several raised flower beds. The majority contain tulips in various stages of growth, although a few of the beds contain only freshly tilled earth. Four men are standing in the southeast corner of this area, beside a small shed and well. One of the men,

a grotesquely ugly human, has dirt on his hands, as if he has been working with the soil. You also recognize Zared, the groom from Johann's estate.

The ugly man is Otto, and his other companions are Magheo and Albinus. Otto has just finishing planting all of the stolen tulip bulbs he had, including two of the three silver tulip bulbs. These are buried in a special flower bed, which is surrounded by a marble border, rather than slate and brick like the others. Otto has the third bulb hidden in his inside his belt pouch, carefully wrapped in wool.

The four men have been expecting a conflict, although they felt that the guards, traps, and hazards of the maze would take care of any intruders. Nevertheless, they are ready to fight. Their specific tactics are outlined below.

Magheo: AL CE; AC 2; MV 12; F7, hp 58; THAC0 14; #AT 2; Dmg by weapon type; S 16, D 15, C 15, I 12, W 10, Ch 14; ML 14; XP 1,400; *long sword +1* (specialized), *dagger*, *elven chain mail +2*, *short bow*, 20 arrows, *peritapt of wound closure*.

If you are using the CFH, Magheo is a swashbuckler. His *long sword +1* becomes a *rapier +1* (specialized). He is ambidextrous, specialized in two-weapon style, and fights with a stiletto in his off-hand. He also has a set of *rings of readiness*, one attached to his rapier.

Magheo, despite his alignment, challenges the most honorable looking fighter in the party to one-on-one combat. If a PC accepts the challenge, Magheo fights him fairly unless he begins to lose badly. He then throws a small packet of iron filings into the eyes of his opponent (normal attack roll needed). These blind the character for 1d4 rounds, causing him to suffer a +4 penalty to hit. If nobody accepts the challenge, Magheo fires his bow first, then closes for melee against any opponent.

Magheo wears a bright scarlet cloak (with a tear matching the scrap found at the scene of the crime), matching surcoat, and black cap with a peacock feather in it. He has a small scar under his left eye from a previous duel. He also has a silver whistle which, if blown for three short blasts, summons the firedrake Dormac from his roost

(something Magheo does if he feels it is necessary).

Albinus: AL LE; AC 6; MV 9; M8; hp 29; THAC0 18; #AT 1; Dmg by weapon type; S 9, D 17, C 15, I 18, W 11, Ch 10; ML 9; XP 2,000; *sling*, 12 *bullets +1*, *quarterstaff*, *bracers of defense* (AC 6), *scroll with teleportation*.

Albinus is a transmuter specialist and has the following spells memorized for the anticipated conflict: *armor*, *color spray*, *feather fall*, *grease*, *magic missile*, *blur*, *shatter*, *strength*, *web*, *haste*, *Melf's minute meteors*, *slow*, *wraithform*, *plant growth*, *shout*, *solid fog*.

If you are using the CWH and/or the ToM, Albinus' memorized spells are modified as follows: *color spray* becomes *fireburst*, *grease* is replaced by *chromatic orb*, *shatter* is exchanged for *Maximillian's earthen grasp*, *web* becomes *ice knife*, and *wraithform* becomes *snapping teeth*. Albinus is likely to use these more obscure spells in combat if he knows them.

Upon seeing the party, Albinus casts *strength* on Otto, then follows immediately with *magic missile*, *slow*, and *Melf's minute meteors*. After this, he uses whatever suits the moment. If the fight is going against him, Albinus casts *solid fog* and then reads his scroll of *teleportation* to teleport to the carriage house where he grabs a horse and flees the scene.

Albinus is not heroic, and he stays with Otto only because he funds Albinus' magic research. He will not fight to the death.

Zared (see statistics on page 50) seeks cover if there is any missile combat. When the fight turns to melee, he attempts to lasso a spellcaster, then close in with his throwing knives and staff.

Otto Otmahn: AL LE; AC 2; MV 9; F7; hp 41; THAC0 14; #AT 3/2; Dmg by weapon type; S 17, D 14, C 14, I 9, W 12, Ch 5; ML 12; XP 975; *footman's mace +2*, *shield +2*, *chain mail*, *light crossbow*, 12 quarrels, *wand of illumination* (three charges).

If you are using the CFH, Otto is a berserker (only when fighting over flowers). He begins to go berserk when he hears the party enter the maze. Otto holds the rage for the

five turns, so if the PCs take more than one hour to get from the entrance of the maze to the prize garden, he loses the rage and suffers the appropriate penalties (see pages 19–22).

Otto is prepared to fight to the death. His entire life is wrapped up in the silver tulips and the gift he plans to make of them, and he is not prepared to let them escape his grasp. He threatens to destroy them with his *wand of illumination*, claiming that it casts a *fireball*. It is an idle threat, for he is a true tulip-fancier at heart and will not let any harm come to the bulbs. For example, though he only stole the bulbs from Johann's estate he took great care in counseling his cohorts not to damage any bulbs during the raid.

This, indeed, is his main weakness. The PCs can easily discover where the bulbs are by threatening to destroy the flower beds. Note: if the party actually destroys the bulbs, Otto slays as many PCs as he can in vengeance. Otto reveals where the two are planted, although he tries to keep the location of the third one a secret.

However, Otto still fights to the death over the bulbs—the party must kill or subdue him. He stays within the vicinity of the deluxe flower bed during the combat.

It should be noted that if the PCs use any destructive, area-affect spells, they stand a good chance of destroying the bulbs. The bulbs should be treated as cloth on the item saving throw table (see page 39 of the DMG) if they suffer from an attack.

Concluding the Adventure

The main goal is to rescue at least one of the silver tulip bulbs. If the PCs manage to rescue all three of them and not lose them to Petr, they should be awarded a 1,000 XP story bonus each, in addition to a cash reward of 400 gp each. Furthermore, if they do succeed, all the PCs are awarded honorary membership in the Tangreen Horticultural Society, a very prestigious honor in this country. This enables the PCs to find free accommodation within Tangreen's borders whenever they wish, and to enjoy a certain degree of fame as well.



If the PCs fail in their quest, the Horticultural Society convenes a special meeting to determine if the PCs were in any way negligent. If they are not present to defend themselves, the PCs are found guilty and become *personae non grata* in the principality. If found within Tangreen's borders, they are subject to arrest and life imprisonment for their crimes.

Furthermore, if Otto manages to retain possession of at least one of the bulbs, he names the flower "Precious Melantha" in honor of the young woman he loves. He then asks her father for her hand in marriage. Melantha's father agrees readily, eager to be associated with a prestigious horticulturist. Unfortunately, Melantha is repulsed by the idea and runs away from home. She may attempt to join the PCs as they leave the area, if they allow her. Even if she flees by herself, both Otto and Melantha's father believe that the party kidnapped her; they hire bounty hunters to rescue the young lady.

Finally, the local villagers shun the PCs if they are in any way responsible for the destruction of the tulip bulbs (even if the PCs were trying to recover them). If the party is readily recogniz-

able, people they meet on the road hurl vegetables and insults ferociously, driving them away from Tangreen. If the PCs are convicted by the Horticultural Society, they may find themselves facing a mob of angry peasants intent on capturing them. Flight from Tangreen may be their only hope. Ω





THE SEA WOLF

BY LISA SMEDMAN

A background of wrath, which can be stirred up to the murderous infernal pitch, does lie in every man

Thomas Carlyle
Two Hundred and Fifty Years Ago (1790)

Artwork by Mark Nelson

Lisa Smedman is a full-time freelance game designer who has produced nearly a dozen full-length adventures for TSR, including several in the RAVENLOFT® setting. She has also written adventures and source material for a number of other game companies and has recently completed a Shadowrun novel, due to be released in 1996. She is the editor of Adventures Unlimited, a quarterly magazine containing adventures for various roleplaying games. In her spare time, she organizes science-fiction conventions, hosts a writers' workshop, and spends altogether too much time and money on turning her basement into a passable rendition of a castle dungeon.

"The Sea Wolf" is an AD&D® game adventure for 3-4 characters of levels 4-6. The PCs can be of any classes, but they should have access to silver or magical weapons. While set in the RAVENLOFT world, this scenario can be adapted to other settings which include sea travel. The Gothic Earth setting of the *Masque of the Red Death* campaign is especially well suited for this adventure.

Background

In this adventure, the PCs must track down a werewolf while the beast commits a series of murders aboard a ship. The adventure takes the form of a murder mystery, in which the PCs must find the guilty party. Their investigations will be confounded, however, by the fact that the werewolf has a twin sister who provides a perfect "alibi" for each killing.

The werewolf is a young woman by the name of Yvonne Depardieu. Her twin sister is named Antoinette. The sisters are in their early 20s and are identical in appearance, with long auburn hair swept up in a bun, deep green eyes that hold a hint of sadness, and long, slender fingers. They dress alike, in modest, floor-length gowns, wide-brimmed hats, and white kid gloves. They also share the same talent—each is an accomplished pianist.

The sole difference between the sisters lies in their personalities. Yvonne is hot-tempered and speaks her mind, while Antoinette is retiring and polite. This difference is reflected in their taste in music—Yvonne likes to play ragtime, while Antoinette prefers elegant waltzes and sonatas.

The twins are the product of a human mother and werewolf father. Late in her adolescence, Yvonne discovered she was a true werewolf. Her first victim was Pierre Laduc, a young man whom both sisters had been courting. For fun, Yvonne tricked Pierre into thinking that she was Antoinette. When Pierre admitted he liked "her" best, Yvonne flew into a jealous rage. She assumed werewolf form and tore him to pieces.

As Pierre lay dying, he begged that his killer never again be able to hide her true nature behind "the sweetness that fogged my mind." The curse took hold, with an added twist: whenever fog shrouds the land, Yvonne is unable to prevent herself from acting upon her jealousies and petty rages. Overcome by emotion, she assumes werewolf form and murders those who have slighted her.

Antoinette knows that her sister is a murderer but does not know that she is a werewolf. (The girls' mother never told her daughters who their father was.) She believes that her sister suffers "fits of madness" that are brought on by "evil vapors" (the Ravenloft mists). She thinks Yvonne will be cured if they move to another domain, and she has persuaded her sister to travel aboard the *S.S. Bonnaville* in search of a land that is less fog-shrouded than their native Mordent.

To hide Yvonne from Mordent's police (who want to question her in connection with a recent slaying in Port-a-Lucine), Antoinette reserved a single cabin and smuggled her sister aboard. The twins are careful not to be seen together; only one leaves the cabin at a time. When dining, one sister hurriedly eats a meal, then excuses herself for the washroom. The second sister then "returns" from the washroom to eat a hefty "second helping."

To provide the "sole occupant" of Cabin 14 with an alibi, Yvonne waits until Antoinette is elsewhere on the ship, in the company of a number of witnesses. She then assumes werewolf form and slips out of the cabin to commit murder.

Starting the Adventure

The adventure is set aboard the *S.S. Bonnaville*, a sternwheeler that makes regular passenger runs between Mordentshire and Martira Bay, stopping at the cities of Port-a-Lucine and Ludendorf along the way, then making

a return journey. The cost of a ticket (including all meals) is 20 gp for a single room or 45 gp for a double room for each third of the journey (for example, from Mordentshire to Port-a-Lucine). Each third of the journey is normally an overnight trip.

The DM will have to maneuver the PCs into boarding the ship, either at Mordentshire, Port-a-Lucine, or Ludendorf. The easiest way to do so is to have the esteemed Dr. Rudolph van Richten hire the PCs to accompany him by ship to Martira Bay, where he is scheduled to give a lecture. Van Richten wants them to protect him from an "old enemy" in that city, a biologist named Dr. Manticue, who was jailed, on van Richten's sworn testimony, for cruelty to animals. Dr. Manticue can be used as a red herring in the mystery; he actually died a year ago.

The first afternoon aboard the sternwheeler is uneventful. The PCs meet a few of the passengers and have a chance to interact with them. That night, a heavy fog descends. Unable to navigate and fearful that the ship might hole itself upon a rock, the captain orders the *S.S. Bonnaville* on the only safe course—further offshore and deeper into the Sea of Sorrows. That morning he announces that the ship will resume its journey when the fog has cleared. But the fog shows no signs of lifting. Isolated from all contact with the outside world, the PCs and van Richten must solve the murders that are about to occur.

Dr. van Richten

Assuming the DM places this adventure in the Ravenloft setting, Dr. van Richten is the hook that brings the PCs into the scenario. While he can be a great source of role-playing and supernatural lore (he can provide any of the information appearing in the various *Van Richten's Guides*), he should not lead the characters through the mystery. Rather, van Richten should provide the PCs with a sounding board for their own ideas and speculation. In other words, he should be the Dr. Watson to their Sherlock Holmes.

To place this adventure in another setting, simply replace van Richten with any similar NPC. Use the same statistics and change the name and background.

Dr. Rudolph van Richten: AL LG; AC 10; MV 12; T5; hp 25; THAC0 18; #AT 1; Dmg by weapon type; SD special; S 11, D 16, C 10, I 17, W 16, Ch 10.

Dr. Rudolph van Richten is a short, middle-aged man. He has graying blond hair that is thinning on top, but which he has allowed to grow long in back. He dresses in unassuming clothes, usually plain brown pants and a tweed jacket or cape.

Originally a native of Darkon, van Richten was a doctor who healed without magic. He had little skill as a surgeon, relying more on herbal medicines.

One day, the Vistani kidnapped his son, Erasmus. Van Richten pursued and caught them, then exacted bloody revenge when he learned they had sold his son to a vampire. Unwilling to surrender hope, van Richten eventually found Erasmus—or what remained of him. Newly undead, the boy begged van Richten to destroy him, so his father released him from torment, though it tortured van Richten to do so.

Since his son's destruction, van Richten has hunted vampires and other supernatural creatures throughout Ravenloft. When not actively in pursuit of a creature, he runs an herbalist shop in Mordentshire and writes about his experiences, hoping to inspire heroes to cleanse the land of the Mists of its evil.

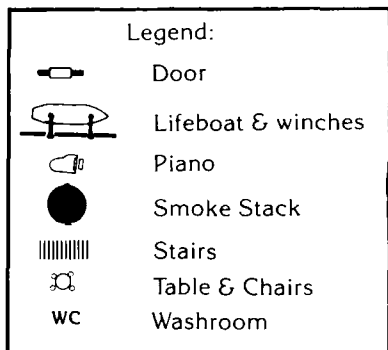
Dr. van Richten is wise and well educated, and he knows a great deal about supernatural lore. The doctor always carries a holy symbol, a vial of holy water, a small mirror, a silver dagger, and a wooden stake.

Properties of the Fog

While the *Bonnaville* is enshrouded by fog, visibility on deck is limited to 10'. The DM should constantly remind the players of the chilly and oppressive atmosphere.

The fog also has several magical properties. It "clouds the mind," completely dampening all spells that allow a character to read another's mind. Spells that do not work while the fog surrounds the ship include *emotion read*, *ESP*, *memory read*, *mind read*, and *thought broadcast*. Psionic abilities that do not work include Empathy, ESP, Identity Penetration, and Probe.

The fog resists all efforts to affect it magically, including such spells as *control weather*.

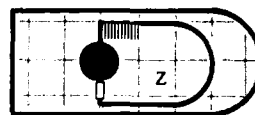


S.S. Bonniville

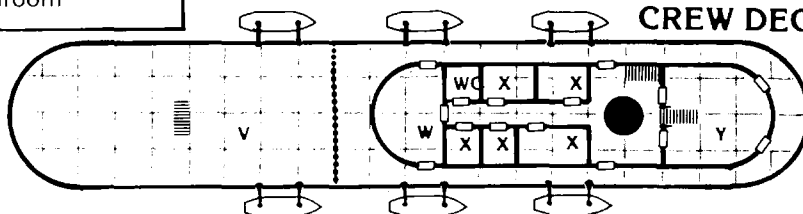
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Ship Width: 38 feet

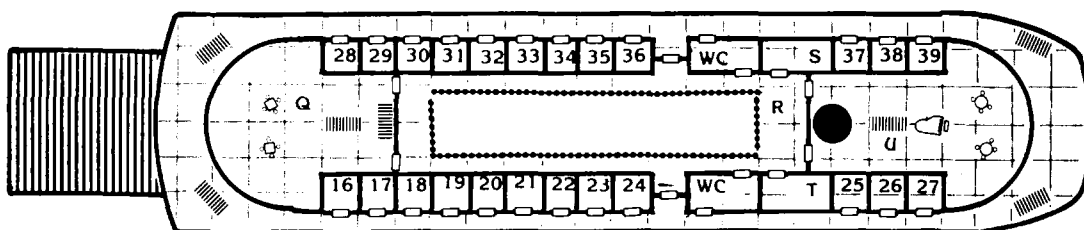
PILOT HOUSE DECK



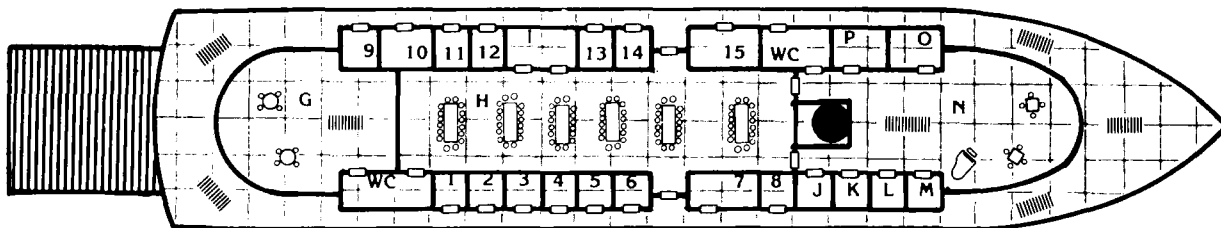
CREW DECK



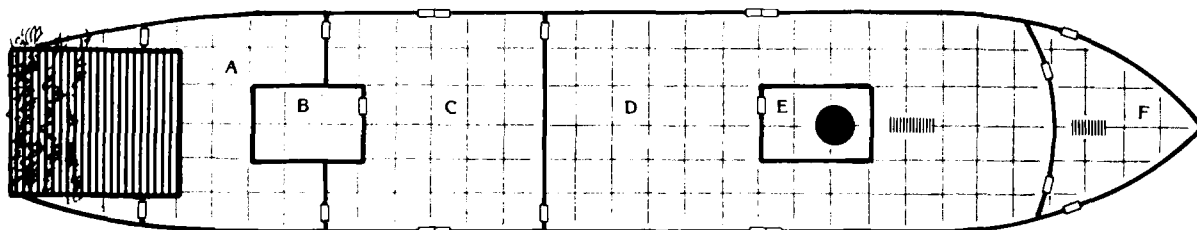
UPPER DECK



MAIN DECK



CARGO DECK



Any characters leaving the ship and venturing into the fog lose their way in the mists and wind up back at the *S.S. Bonnaville*. Magical minions (such as aerial servants) disappear into the fog and do not return.

The S.S. Bonnaville

Cargo Deck

The floor of this deck is of rough planks, while the ceilings are 20' high. While the ship is underway, it is normally frequented only by the ship's bosuns.

A. Engine Room. This room contains the machinery that drives the massive paddlewheel at the stern of the ship. Doors at the rear of the room give access to narrow platforms used to perform maintenance on the paddlewheel.

B. Tool Room. The tools needed to maintain the engine and boiler are kept here.

C. Aft Cargo Hold. This hold is used to store the coal that fires the boiler, as well as cargo that does not need to be kept clean.

D. Forward Cargo Hold. The bulk of the cargo is kept in this hold. A typical cargo includes crates of produce, sacks of grain, manufactured goods, mail bags, and private steamer trunks.

E. Boiler Room. The boilers that power the engines are housed in this room, which also contains the smoke-stack.

F. Embarkation Deck. This area has a ceiling but is otherwise open to the elements. Passengers board and disembark via gangplanks extended through this deck's port or starboard gate (the "door" in the railing) to a pier or wharf.

Main Deck

This deck is where most of the passenger cabins are located. The floors are of polished wood. Ceilings are 12' high, except in the dining room, which is open to the deck above.

G. Aft Lounge. This area is furnished with tables and chairs. Coffee and tea are served here from 8 A.M. to 6 P.M. Windows give a view of the open deck and the churning paddlewheel.

H. Dining Room. This area contains six large tables, each capable of seating eight. The table closest to the bow of the ship is where the captain and crew eat. The captain, first mate, purser, and chief steward eat first; the rest of the crew eat when the officers are finished.

Meals are served from 8-9 A.M., noon to 1 P.M., and 5-6 P.M. The dining room is open to the deck above it; passengers can look down upon it from a gallery above. The 24' ceiling is set with four crystal chandeliers.

I. Kitchen. Meals for the passengers and crew are prepared here in two large ovens.

J. Safe Room. Valuables are kept inside a safe in this locked room. The keys are kept by the purser, who knows the safe combination. The safe holds a number of pieces of jewelry (total value 2,300 gp), including a gold locket owned by Antoinette.

K. Purser's Office. This is the office of the purser, the crewmember responsible for keeping the ship's documents and handling any valuables the passengers may wish to store. A porthole in the outer wall gives a view of the deck.

L. Purser's Cabin. The purser sleeps here. A porthole in the outer wall gives a view of the promenade deck.

M. Chief Steward's Office. This is the office of the crewmember responsible for the passengers' safety and comfort. (The chief steward is in charge of the stewards and the cooks.) A porthole in the outer wall gives a view of the deck.

N. Saloon. This area has tables and chairs for guests to play cards. Windows in its outside wall give a view of the open deck and the bow. A piano sits in the corner near the chief steward's office.

O. Bar. The bar is open from noon to midnight. It serves whiskey, wine, and beer.

P. Library. This room contains arm-chairs and shelves holding a selection of light reading material. Two portholes give a view of the deck.

Upper Deck

This deck contains the remainder of the passenger cabins. The floors are of polished wood, and ceilings are 12' high.

Q. Aft Observation Lounge. This area is furnished with tables and chairs. Windows in its outside wall give a view over the top of the paddlewheel and of the aft deck.

R. Gallery. This gallery looks down onto the dining room. A railing of polished teak encircles the opening in the deck.

S. Storage Room. Cleaning supplies used by the stewards are stored here.

T. Linen Storage. Fresh linen is stored neatly on shelves here, while laundry (in large cloth sacks) is stacked in one corner.

U. Forward Observation Lounge. This area is furnished with tables and chairs. Windows in its outside wall give a view of the forward promenade deck. A piano sits in the middle of the room.

Crew Deck

Much of this deck is off-limits to passengers; a velvet rope has been strung across the bottom of the stairs that lead up to the pilot house. Cabins on this deck house the captain and crew. Floors are of polished wood, and all ceilings are 12' high.

V. Upper Deck. This deck is open to the elements. Passengers may sit up here in lounge chairs on sunny days. A railing keeps passengers out of the crew's quarters.

W. Captain's Cabin. The captain sleeps in this luxuriously appointed cabin. Windows in the outer wall give a view over the deck; blinds may be pulled when the captain wants privacy.

X. Crew Cabins. The first mate (who is in charge of the bosuns) and chief steward share the cabin across the corridor from the washroom. The other cabins each house four crewmembers: four bosuns, four stewards, two cooks, two bartenders, and four engineers.

Y. Wheel House. This is the area from which the ship is navigated.

Terror Tip: Scribbled Warnings

Whether out of cruelty or a warped sense of fair play, Yvonne likes to send her victims a scribbled warning before she attacks them. Three notes are described in the murders section; before the game begins the DM should prepare a handwritten copy of each. Each time the PCs find a note, the DM can pass the players the appropriate copy. A final note, reading, "Mind your own business, or YOU'RE NEXT!" should also be prepared. Before play, the DM should give the note to an accomplice who is not playing in the game.

After the third murder, the PCs should be starting to close on Yvonne. She decides to kill them off, one by one. But first, preferably when the PCs are together in one room, she sends them the warning note.

At this point, the DM gives a pre-arranged signal to the accomplice. The accomplice slips the note under the door, knocks loudly, and leaves quickly, before the players can reach the door. The players can then discover the threatening note—and wait in anticipation to see which of their characters will be attacked first.

It contains the ship's wheel and telegraph (a means of relaying commands to the engine room) as well as shelves holding navigational charts. Windows give a clear view over the bow. When the ship is in motion, it is occupied by at least one bosun (on the wheel) plus the first mate or captain.

Pilot House Deck

This deck contains the pilot house (which offers an unobstructed view of the ocean) and a small, open deck.

Z. Pilot House. This area has a 10' ceiling. Windows give a clear view of the ocean.

Passenger Cabins

All of the passenger cabins have numbered doors. Thirty-seven are single cabins with a bed, racks, baggage shelves, and a porthole that looks out onto the promenade deck. Access is through a lockable door opening onto the promenade deck.

There are also two "first class" cabins (7 and 15). Each contains two beds, a wardrobe in which to hang clothes, racks for baggage, and a writing desk and chair. Access is through a lockable door leading to the promenade deck, flanked by a porthole on either side.

As the adventure begins, there are 36 passengers and 20 crew members aboard.

The Murders

Only a handful of those aboard the ship are essential to the murder mystery. Unless otherwise stated, all are 0-level humans. The DM may add other NPCs if desired.

The First Victim

Inspector Lafeuve is a police officer (F1, hp 6) from Mordentshire. He is equipped with a footman's mace and leather armor. He is short and stocky, has a brusque demeanor, and wears his police uniform.

On the first morning that the ship is beset by fog, the PCs meet the inspector, and old friend of van Richten. He tells them that he is searching for a woman in connection with a brutal murder committed a few days ago in Mordentshire. The victim was torn to shreds, as if attacked by a wild beast.

Just before the murder, witnesses heard a woman trying to persuade the man to join her on a boat trip to Darkon. The inspector believes this woman may have witnessed the killing and that she may be aboard this ship.

As he leaves, the inspector says he will question one of the women who boarded in Mordentshire. He does not allow the PCs or van Richten to accompany him, but he asks them to keep their eyes open for anything suspicious. If the PCs follow him surreptitiously, the DM should devise a distraction for them rather than allow them to discover the werewolf. Alternately, the first and second murders can trade places.

Murder Scene: The inspector leaves the PCs just after breakfast to interview Suzette Filmont in Cabin 22. One hour later, a crewmember notices blood seeping under the cabin door. Inside is the inspector, whose body has been torn to shreds. Beside him is an unconscious woman, raked with claw marks and barely clinging to life (1 hp). This is Suzette, a young dressmaker from

Mordentshire. Blood is splattered everywhere, and the scene is cause for a horror check.

The inspector's clenched fist holds a tuft of brown hair (werewolf fur). Close inspection reveals it to be from an animal, probably a dog or wolf. (Van Richten, if asked, says, "Definitely a wolf.")

Suzette remembers nothing of the attack; the horror of seeing the inspector torn apart has left her in a state of mental shock.

Clues: Inspector Lafeuve was sleeping in Cabin 4. Just inside is a note that was slipped in under the door. The envelope holding it is still sealed. The note reads: "Quit asking so many questions, or YOU'RE NEXT!"

If the PCs search the room, they find a list:

Women who boarded in Mordentshire:
Suzette Filmont
Martinique and Clarice Albert
Frances Frazee
Antoinette Depardieu
Celine Montreuil
Paulette Rideaux

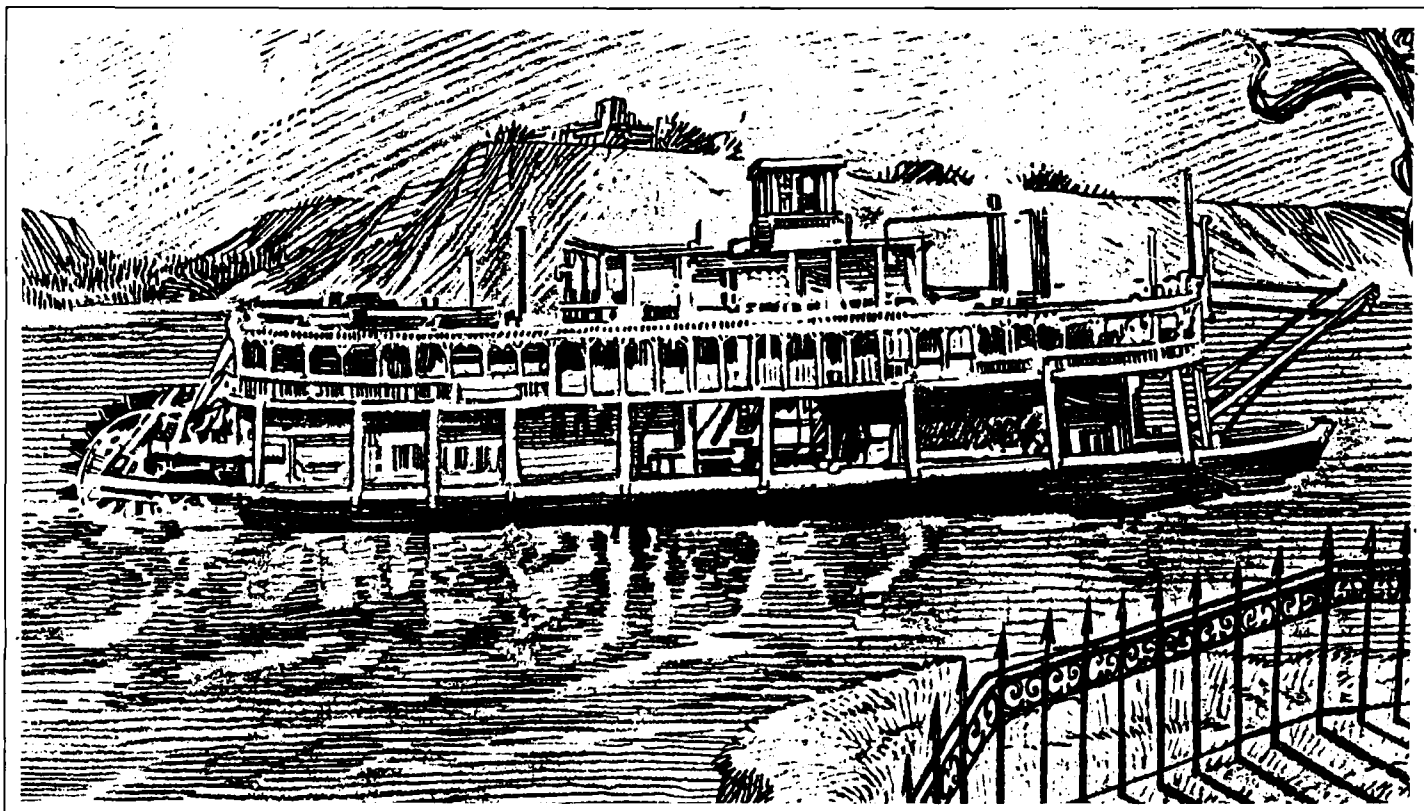
Red Herring: One of the passengers, Albert Finch of Port-a-Lucine, is traveling with a dog. The animal is part wolf, and it is kept in a cage in the aft cargo hold (area C). It breaks out of its cage and is sighted running along the decks.

Alibis: Antoinette has been playing sonatas in the forward observation lounge (area U) all morning; several passengers were enjoying her piano music. She says she is traveling to Martira Bay to work at a music school.

Martinique and Clarice (elderly sisters who are late risers and always miss breakfast) say they were asleep in Cabin 15. They are on their way to Martira Bay to visit relatives.

Frances, an actress traveling to a stage engagement in Martira Bay, claims to have been walking alone on the upper deck (area V); due to the thick fog, no one saw her there. She sleeps in Cabin 19.

The teenaged Celine Montreuil claims to have been in her cabin (Cabin 34), which is next to that of her father (Cabin 33). But her father knows that this is a lie. In fact, Celine spent the morning flirting with an engineer in the forward cargo hold (area D). She keeps this a secret, since her father will be furious when he finds out. The wealthy Mr. Montreuil is traveling to Martira Bay



on business. He brought Celine along to keep her away from "bad influences" (a lower class boyfriend) in Mordentshire.

Paulette, a weaver on her way to sell cloth in Darkon, went briefly to the forward cargo hold (area D) to check her shipment. No one saw her there, but she saw Celine and an engineer kissing behind some boxes. Paulette sleeps in Cabin 8.

The Second Victim

Gilles Pettigrew is an actor and a member of the same theatrical company as Frances Frazee. He sleeps in Cabin 1.

The second day that the ship is fog-bound, Gilles and Frances are playing cards in the saloon (area N), preferably when the PCs are present. The actor and actress wind up in a loud argument in which Frances pressures the unwilling Gilles to marry her. At one point, Gilles turns to the pianist (Yvonne) and says, "Stop that infernal racket. I can't concentrate on my game. Why don't you play a nice waltz, like you did yesterday? That's real music, in my opinion. Not this new-fangled trash." After arguing with Frances a little more, he throws his cards down and storms away.

The Albert sisters, sitting at a table nearby, rush up to the tearful Frances to offer her a grandmotherly hug. "Such a rude young man," Clarice mutters darkly. "He ought to be taught some manners."

Murder Scene: The murder occurs during the lunch or dinner hour. Pocklin Brown, a steward, enters Gilles' cabin to make up the bed just as the meal is beginning, only to be shooed out by the actor. Returning a few minutes later with fresh linen, he finds Gilles dead.

Pocklin saw a wolflike form bending over Gilles' mutilated corpse. As it rushed out the door, the creature slashed at him, opening a terrible gash in his leg before disappearing into the fog. Pocklin is just able to stagger into the dining room and describe what he has seen before collapsing.

Gilles was killed not only because he insulted Yvonne's piano playing but also because he inferred that he liked Antoinette's music better.

Clues: A bloodied note in Gilles' pocket reads: "Mind your manners or YOU'RE NEXT!"

Alibis: At the time of the murder, Antoinette was in the dining room (preferably, eating lunch or dinner at the same table as the PCs). Paulette was also dining here.

After the incident with the engineer, Celine's father has been watching her like a hawk. Celine hasn't been out of his sight all day.

Clarice Albert was talking with Pat Dunn, the chief steward, in his office (area M), arranging for a sedative for her sister. "This unpleasantness has quite unnerved her," she explains. Martinique says she was alone in their cabin with the door locked tight.

Frances says she was in the library (area P) reading. But a fellow passenger remembers that she left the library just before the meal began. At the time of the murder, Frances was standing outside her cabin, tearing up a picture of Gilles. A bosun named Matt Decker observed this and caught one of the pieces as it fluttered by. On it is inscribed, "... until death do us part—Gilles."

Realizing that her actions may incriminate her in Gilles' death, Frances sticks to her story that she was in the library.

The Third Victim

On the third day that the ship is fog-bound, the PCs witness an argument between Frances and Dana Humbel, the ship's purser. Frances wants to get Gilles' gold watch out of the ship's safe, but the purser is refusing to give it to her. "I can release it only to his next of kin," he says."

"It isn't fair!" Frances cries. "We were to be married. The watch should be mine."

Paulette, who is passing by, takes Frances' side, telling the purser, "You should do as she says. Show some compassion!"

The purser insists that permission will have to come from the captain. "She's as bad as that other one," he mutters as he pockets his keys. "First she wants her locket in the safe, then she wants to wear it. Then she wants it back in the safe again." He refuses to elaborate, even if offered a bribe, protesting that he mustn't discuss the other passengers' belongings.

Murder Scene: Despite his grumblings, Dana does indeed go to the captain to get permission to release Gilles' watch to Frances. While in the captain's cabin (area W), he is killed. Like the first two victims, he is torn to pieces. A careful search reveals that his keys, which unlock the safe room (area J), are missing.

During the attack, Captain Alphonse Hubert and two crew members who rushed to Dana's aid were wounded. All describe a ferocious, wolf-like beast that is obviously a werewolf (as Dr. van Richten confirms if asked).

The purser was killed out of simple frustration. Antoinette and Yvonne had been arguing over whether the incriminating locket should be in the ship's safe or not. Antoinette would ask the purser to lock it up, only to have Yvonne (posing as Antoinette) ask for him to give it back again. Yvonne killed the purser to get his keys so that she could get the locket and hide it in her cabin.

Clues: A note that was tossed in through the porthole of the purser's cabin (area L) lies unopened where it fell, under a desk. It reads: "Do as you're told, or YOU'RE NEXT!"

If the PCs move quickly, the locket is still in the safe. If they delay, Yvonne steals into the safe room (area J) at dark and opens the safe, taking everything in it in an attempt to make this intrusion

look like a simple burglary. She then wears the locket.

The front of the heart-shaped locket is inscribed with the name "Depardieu." Inside it are two portraits. One is of an older woman (the twins' mother). The other shows two little girls, obviously identical twins. They bear a clear resemblance to Antoinette.

Alibis: At the time of the murder, Antoinette was in the aft observation lounge (area Q), talking to other passengers. Celine and her father were also present.

Paulette says she was alone in her cabin, reading, but she has no witnesses to confirm this.

Frances was drinking in the saloon (area N). The bartender can attest that she was there for several hours.

Martinique and Clarice were knitting and sipping tea in the aft lounge (area G). Various passengers chatted with them.

The Wolf Revealed

After investigating the third murder, the PCs should have assembled enough clues to determine the identity of the werewolf. At this point, Yvonne becomes nervous, knowing that the PCs are closing in. She focuses her attacks on them, rushing unexpectedly out of the fog to attack a PC when he is alone, if possible.

Yvonne's secondary form is a blend of human and wolf—bipedal, but with thick brown fur, a tail, fang-filled muzzle, and claws. She can change to this form at will. If slain, she reverts to her human form. Although she can assume the form of a true wolf, she does not do so during this adventure.

Yvonne is a true werewolf and thus cannot be "cured" of lycanthropy. She is susceptible to wolfsbane, which will kill her if she ingests it. But she has a 75% chance of detecting and thus avoiding it if it is placed in food or drink. And unless the PCs are already carrying wolfsbane (Dr. van Richten is always well prepared for vampires, but not for werewolves), they have no way of obtaining any, since the ship is lost in the fog and cut off from the outside world.

Note: If the PCs use the spell *locate creature* (from the *Tome of Magic*) to track down Yvonne, it works only while she is in werewolf form. As soon as she reverts to human form, they lose her trail. Attempts to scry in which the

stated object of interest is "the werewolf" also work only when Yvonne is in wolf form; they do *not* show her in human form.

Each time Yvonne reverts back to human form she regains 10–60% of any hp lost since her last change to werewolf form.

Werewolf: AL CE; AC 5; MV 15; HD 4 + 3; hp 24; THAC0 15; #AT 1; Dmg 2d4; SA surprise; SD hit only by silver or magical weapons; S 19, D 15; SZ M; ML 12; XP 420; MM/230.

Return of the Wolf

Each time Yvonne committed murder, she left wounded victims behind: Suzette Filmont, Pocklin Brown, Captain Hubert, and the two crew members. Each has a 2% chance per hit point of damage suffered of becoming a werewolf (approximately 10–20% each). At the DM's discretion, any or all may become werewolves.

Those that succumb to the disease can be cured only by a three-step process. First, the werewolf that infected them must be slain. Second, they must atone for any evil acts they may have committed. Third and finally, they must be treated with three spells: *atonement*, *cure disease*, and *remove curse*.

In this case, however, there is an unusual twist. Because Yvonne and Antoinette are identical twins, and because Antoinette is also a true lycanthrope (albeit one who has yet to transform for the first time), the only way to effect a cure is to slay both twins.

The DM should wait until the PCs have "concluded" the adventure by running Yvonne to ground. Just as the PCs start to relax, the new werewolves change into beast form and surge out of their cabins to sate their bloodlust upon the terrified passengers.

There is also one additional surprise if the party has had a relatively easy time of the adventure so far. The stress of learning that her twin is a werewolf (and possibly witnessing her sister's death) triggers the belated onset of true lycanthropy in Antoinette. She mercilessly attacks the PCs for revenge. The DM should use the same werewolf statistics provided for Yvonne.

Only after the last of the werewolves has been cured or dispatched does the mysterious fog lift. Land is sighted, and the *S.S. Bonnaville* is able to continue on to its next port of call. Ω

From some vantage point within view of her bickering parents, Umbra steps forward and says the following speech (which may need to be modified if one or both parents have been slain):

"I have peered into the minds of my parents and seen their dark secrets. You, mother, would deliver me into the waiting arms of an evil fiend in exchange for a domain to call your own. Return to the Abyss and tell Kalphazor to look elsewhere for one to call his slave!

"And you, father, would hide me in your tower—forever removed from the prying eyes of those who disapprove of your half-tanar'ri daughter—simply to protect your own career! I have no need for your protection. I am not a child anymore! I have found my true place. To both of you I give this last farewell—that I shall never look upon your like again.

"This cathedral is my home, and I will remain here to fulfill my destiny. Under Zactar's guidance, I will revive the faith that was wrongfully swept from Sigil a hundred years ago. Do not stand in my way, but go back from where you came. I am no longer yours to keep."

Although he refuses gracefully to accept the loss of his daughter, Durkayle knows he cannot blatantly seek out and destroy members of a rival faction. (Tesar is quick to remind him of the legalities involved.) Seeing no recourse at this time, Durkayle dutifully withdraws his henchmen. After vowing swift revenge against the PCs for their "meddling," Durkayle teleports back to his stronghold in The Lady's Ward.

Karylin is not so bound by Cage regulations; nevertheless, the succubus realizes the limits of her power and chooses to bide her time, returning to the Abyss in disgust. Meanwhile, Dirngrin and Turia (if alive) try to make good their escape.

Chapter 12: Loose Ends

Given a choice, Umbra chooses to remain with the Zactar priestesses. They do not allow the PCs to remove Umbra from the cathedral against her will and protect the alu-fiend if necessary. The priestesses are not absolutely certain that Umbra is the One True Being, but they are willing to give her the benefit of the doubt. (They have been waiting a long time.) Given time, Umbra may decide to leave the cathedral to explore the rest of Sigil, conceivably encountering the PCs in some later adventure. If the PCs successfully deliver Umbra to the Zactar Cathedral, they should receive a story award of 20,000 XP. The DM may award an additional 5,000 XP if the PCs help Umbra revive the dead Zactar faction. Of course, if Umbra is unable to step into the Zactar portal and the Zactar priestesses are not revived, the PCs may be forced to surrender the child to her parents or take her into their own custody. The details of such events are left to the DM.

Where the PCs go from here is up to them. The Zactar Portal may be gone, but Sigil has many other portals with their own guardians and gate-keys. This adventure introduces several NPCs who may serve as catalysts for future adventures set in The Cage. Salja, the waitress at the Black Sail, has a good ear for rumors and might know a few high-up men with gate-keys to other planes.

Factol Sarin of the Harmonium will no doubt question Durkayle about the recent involvements—the botched attack on Bedlam, his questionable alliance with Greptaug the anmizu, and the attack on the Zactar Cathedral. If he is relieved from duty, Durkayle blames the PCs for everything and may conspire with Greptaug and Emalica to get even. With the help of his barghest henchmen and baatezu allies, Durkayle might even plan to attack the Zactar Cathedral, hoping to destroy the chaotic faction responsible for "corrupting" his daughter.

Greptaug, meanwhile, has enemies of his own to worry about. The Dark Eight (the pit fiend overlords of Baator) might ask the PCs to eliminate Greptaug, saving them the burden of doing it themselves. Although the pit fiends make unlikely allies, better to have them as friends than enemies!

If he is set free, there's no telling when (or where) Inimigle might turn up. As for his henchmen, Dirngrin the cambion might continue to be a thorn in the party's side, offering his services to another malevolent high-up man in Sigil. Turia rejoins the Doomguard and may encounter the PCs again in the course of some future endeavor, possibly as an ally. The hags, Zaraga and Virinis, may also turn up in future adventures to help or hinder the party. Virinis, in particular, is a wily creature. The PCs are always welcome to stop by her restaurant—if they have the guts. Ω



